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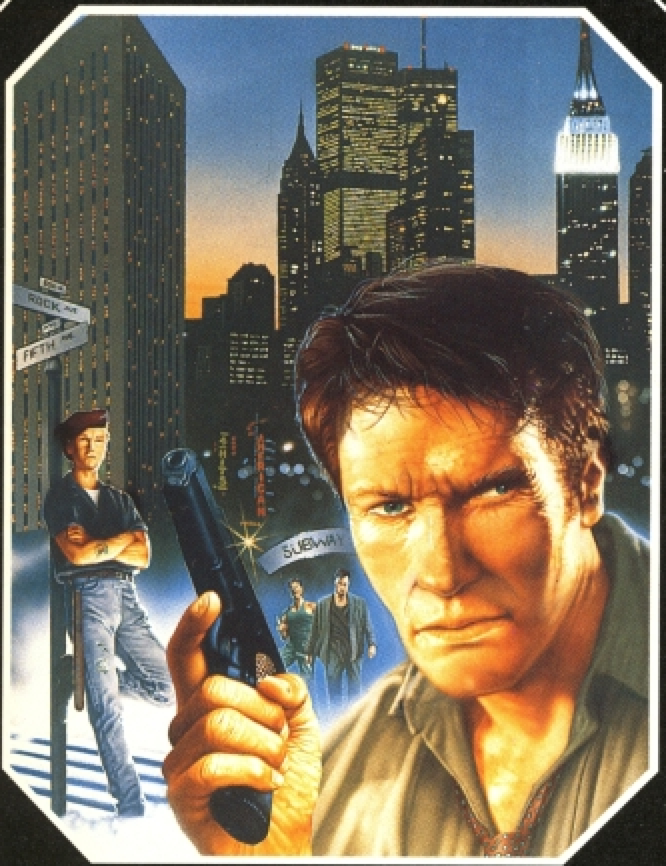
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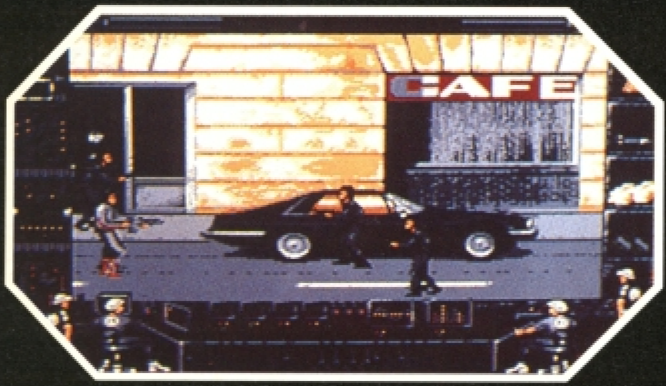
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ZERO 21





It's exclusive - make no mythtake about it! Cover game - page 18.

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GAMES LIST

From A to B and on to Zee.

REVIEWS



Jet Fighter II - page 46

PREVIEWS


Witches of Eastwick? Nope, it's Rollerbabes, page 9.

YOUR OWN

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LYNX™

And it's a hearty welcome to the all singing, all dancing, all new Oi! – news, previews, the charts and Grapey all rolled into one. Actually, talking of 'hearty', this section is really going to have its finger on the pulse – the pages that bring you more software and hardware news than Moira Stewart's had hot dinners.

CHALLENGE GOLF

● Just when you thought it was safe to go back on the green, On Line Entertainment (who used to be CRL) has announced *Challenge Golf*. If golf games are your cup of 'tee', you may be pleased to hear that this title will comprise four real-life courses, one to four player options, a driving range, stroke or match play plus all the usual options. Why hasn't anyone done a game incorporating the all-important 'golfers trousers' option? I mean, football games have 'design a strip' options, so why can't golf games have 'design your own loud check trousers' options? It's easily as important as tee height, slope of green etc. Ho hum. *Challenge Golf* will be available on the Amiga only, retailing at £24.99 when it hits the shops this summer.



PC CHART

1	**SPACE QUEST IV** Sierra
2	**LINKS** Access/US Gold
3	**SIM EARTH** Ocean
4	**WING COMMANDER** Origin/Mindscape
5	**KINGS QUEST V** Sierra
6	**ATP** Sub Logic/Microsoft
7	**FLIGHT/SCENERY DESIGNER**/Sub Logic
8	**ELITE PLUS** Rainbird
9	**WONDERLAND** Virgin
10	**RED BARON** Dynamix/Sierra

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CDTV LAUNCHED



CDTV has finally arrived. Bearing a startling resemblance to a video or CD player, Commodore's new black box is now on sale for £599.99 including three CDTV titles – a 'how to use your CDTV' disk, a copy of *Hutchinson's Encyclopedia* (?) and the CDTV version of Psygnosis' *Lemmings*. So what's it all about? Well, basically it's a 'multimedia entertainment system' combining numerous media into one unit which can be linked to a hi-fi and TV as part of 'the family's entertainment unit'. It can play normal CDs (audio), it can play CD+G (the new audio/video CDs) and of course it can play games. Yep, somewhere in there they've poked a 1 meg Amiga. Right, so if you just want to play games, what's the advantage of CDTV? Well, the main advantage is the use of CDs themselves. CDs have a huge storage capacity – 540 Meg of digital data to be precise (about 700 floppies' worth!). At this stage, this means more memory available for better games. They won't read any faster, but it's goodbye to disk swopping. Of the publishers already working with CDTV, most had only straight ports of existing titles on display: Mirrorsoft's *Xenon 2, Defender Of The Crown* and *Falcon;* Infogrames' *Sim City;* Interplay's *Battle Chess* and *Future Wars;* and The Edge's *Snoopy: The Case Of The Missing Blanket.* (Soon there'll be Ubisoft's *BAT, Unreal,* and *Pro Tennis Tour II;* On-Line's *Psycho Killer;* Titus' *Battlestorm;* Virgin's *Spirit Of Excalibur;* and Readysoft's *Wrath Of The Demon.*) Psygnosis provided the only glimmer of hope. It had a rather impressive rolling demo of its Fractal Engine, or more precisely a title produced on it. Although the demo was non-interactive and ostensibly occupied a huge amount of the CD's memory, the package was mightily impressive, with its 20 frames per second full-screen full-motion video. Unfortunately the first game, *Planetside* isn't likely to see the light of day until 1992. Until then, er... enjoy the pictures.



Psygnosis takes CDTV for a flight.

FIRST CDTV MUSIC PRODUCT

Microdeal, the company behind the *Quartet* music packages on ST and Amiga, has announced the release (even as we speak) of a CDTV music application. It's called *CD-Remix* and enables you to 'make your own extended dance tracks' (ie sample, sequence and loop your own drum and vocal tracks). Ho hum, the sort of product that could spawn a million Timmy Mallets and copyright lawsuits, and all for only £29.99. Out now, by the way.

CURTAINS FOR CINEMAWARE

Cinemaware, the company behind *Wings, TV Sports Football, Rocket Ranger* and *Defender Of The Crown* is to shut down, despite earlier cost-cutting and staff lay-offs. The three remaining titles will still appear, namely *TV Sports Baseball* (due out this summer on ST and Amiga), *Rollerbabes* (the futuristic roller-derby title is also scheduled for summer release, this time on Amiga and PC) and finally *TV Sports Boxing* (at the end of the year). After this, the company will close. Chief honcho, Bob Jacobs, has plans to form a new company using many of Cinemaware's programmers to develop Mega Drive and Famicom console titles.



Jack Nicholson as TV anchor-man in *Rollerbabes*.

ST CHART

1. **LEMMINGS** Psygnosis
2. **FINAL WHISTLE** Anco
3. **MEGATRAVELLER 1** Empire
4. **F-19** Microprose
5. **BAT** Ubisoft
6. **SUPREMACY** Virgin
7. **ELVIRA** Accolade
8. **SWIV** Storm
9. **SPEEDBALL 2** Mirrorsoft
10. **WONDERLAND** Virgin

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PREHISTORIC

● Great minds think alike they say, and if so there must be some pretty brainy people at Titus. It's about to produce a cartoony caveman game in the same mould as Core Design's *Chuck Rock*. Instead of a missing chick, this time it's hunger that drives Cro-Magnon man to romp across numerous landscapes, including unexplored ice fields and tropical jungles. Yep, it's 'eat or be eaten' in this new title hailed in the French press as 'without a doubt the best game of Titus' place since a longtime' (*Guess who failed CSE French. Ed.*) ST, Amiga and a VGA PC version should be in stores as you read this.

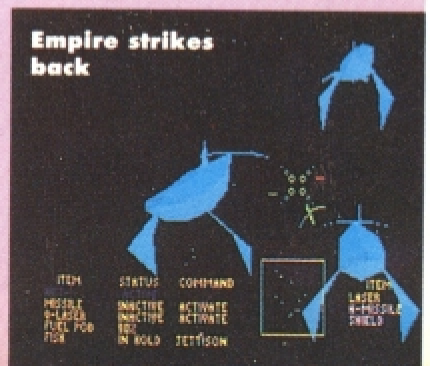
SHADOW SORCERER



● Most of SSI's D&D games have been firmly in the 'diehard fans only' category. Until, that is, the appearance of *Eye Of The Beholder*. Suddenly the D&D system was brilliantly presented (though 'borrowing' heavily from *Dungeon Master*) and accessible to any games player. Well, following on from this success, the next title in the series pursues a not dissimilar course. *Shadow Sorcerer* is a 3D isometric interactive adventure that looks very *Populous*y. SSI say it'll possess a new system to combine rpg with arcade adventure. Out now on all formats.

CYBER SPACE

● Amongst the new line-up of releases announced by Empire recently, was this little number. It's called Cyber Space and it's an adventure game based on an rpg of the same name. It will feature a mixture of both vector graphics and sprites in much the same way as Empire's previous hit *Team Yankee*. Expect it out on all formats in October.



Empire strikes back



ON THE GRAPEVINE

● Core Design recently showed Grapey a rather impressive new rpg title it's working on. It's called **Heimdall**, it's based on Norse mythology, and it's to feature graphics by a former Sullivan Bluth graphic artist. Starting with brilliantly animated arcade sub games to build your character's attributes, you'll then go into the game proper. Again with exquisitely animated sprites, this part sports a 3D isometric viewpoint similar in appearance to EA's *The Immortal*. Expect to find it in the shops on Amiga and ST.

● The sequel to New World Computing's *Might And Magic II*, er... **Might And Magic III** will shortly be reaching our shores courtesy of US Gold. If you're into this sort of swords and sorcery adventuring, then look out for it first on PC around October.

● After the success of its Christmas compilations *Full Blast* and *Challengers*, Ubisoft has a host of new compilations for Summer release. **The Winning 5** will retail for £29.99, for Amiga and ST, and will contain all Ubisoft titles: *Iron Lord, Night Hunter, Twin World, Puffy's Saga* and *Sir Fred*. Unlike the Artronic game of the same name, **Fast Lane** will feature some rather good PC driving titles. Retailing for £29.99 it'll comprise Spectrum Holobyte's *Vette*, Microprose's *Stunt Car Racer*, EA's *Ferrari Formula 1*, Domark's *Hard Drivin'* and Microids' Highway Patrol. Finally, **Magnum** will retail at £26.99 for ST and Amiga, and will comprise Microprose's *RVF Honda* and *Oriental Games*, the Ubi's *Pro Tennis Tour* and Dinamic's *Satan* and *After The War*. More precise release details will be forthcoming as soon as we have them.

● Over at Chez Domark, the lovable 'posh clots' have just announced the licence to Taito's footie coin op, **Euro Football Champ**. You'll have read about it in Dosh Eaters last month of course, but suffice to say it's a rather neat footie game with beat 'em up elements(!) Domark is hoping the title will do big business when it's 'released for all popular formats' mid 1992.

● Gremlin has announced that after the release of *Hero Quest*, it's secured the license to convert MB's other big rpg boardgame **Space Crusade**. Two versions of the game are planned, the first scheduled for an August release on ST and Amiga, will be a direct conversion of the boardgame, whilst the second, scheduled for October will be more of an arcade adventure.

● Ocean's conversion of the forthcoming *Robocop 3* movie has been entrusted this time to *F-29* programmers Digital Image Design.



● Having been a tad on the quiet front, of late, Elite has suddenly burst back to life with the announcement it has the licence to convert several massive coin-op titles. Pencilled in for a December '91 release is Data East's brilliant prehistoric arcade beat 'em up, **Caveman Ninja**. But you'll have to wait until Spring 1992, for the Data East Indy-style beat 'em up, **Edward Randy** and Namco's rather exciting formula one sim, **Suzuka GP/ Winning Run 2**.

● The Sales Curve has announced the signing of a deal with US Nintendo developer Tradewest Inc. to bring a host of exciting new products to the Storm label. Releases will include **Double Dragon III: The Rosetta Stones** (nuff said), **Asylum** ('a top down three player interactive heavy metal fantasy'), **Solar Jetman: Hunt For The Golden Warpship**, **Brute Force**, **Indy Heat** and the rather excellent NES title **Battletoads** (see *Console Action* this month for more on this title).

● Master of the ropey novella, Thalion has two games lined up for release as we speak. First off there's **Ghost Battle** a five level arcadester, then there's **Australian Pioneers** a simulation of the early colonisation of Oz. Fancy a bit of rampant subjugation of indigenous population, anyone?

•Maxis, the geezers behind *Sim City* and *Sim Earth*, are currently working on a new game under the name of **Ant Farm**. Not surprisingly your task in this title will be to take control of the development of an ant colony.

● Accolade has a few new titles up its sleeve including **Trump Castle**, a sim of casino games, and **Cardinal Of The Kremlin**, an espionage adventure game based on the novel by Tom *'Red October'* Clancy. Available 'later in the year' they will appear on all formats

● Mirrorsoft has announced three exciting new licences. First off it's got the rights to Jaleco's coin-op **Cisco Heat**, the police car race set in the streets of San Francisco. Expect it to be a contender for the Christmas charts when it's released on ST and Amiga. The start of '92 will see the release of **Aliens 3** the movie, and of course, the Mirrorsoft computer game. In fact there will be two games: an arcade game and a graphic adventure. Finally, Image Works will play host to another Turtles game. This time it's the Konami coin-op conversion (so hopefully won't be as crap as its predecessor). Titled **Teenage Mutant Hero Turtles; The Secret Of The Ooze** it should hit the shelves in time for Christmas on all formats.

● On the non licence front, Mirrorsoft has revealed a few further titles, including **Robozone**, a horizontally scrolling shoot 'em up that's due out in the autumn on all formats.

YANKS PINCH OUR PLANE!



Domark is on a bit of a high after the success of its flight sim *MiG 29* and has now launched plans for two new plane games – one based upon the revamped MiG-29M 'Super-Fulcrum' and a second called *Harrier Assault*. Wait a minute... it says here the sim is based upon the 'American Harrier aircraft' used by 'the American Marines which operate out of aircraft carriers'. Now, look – we know that US manufacturer MacDonnel Douglas makes Harriers under licence (the AV-8B), but we think homage should be paid to the fact that the Harrier was invented in good old Blighty! It's an 'arhtrage'. If you feel as strongly about this snub as we do, cut out the Harrier pictured above and stick it in your front window to support 'our boffins'! Oh, the two titles are scheduled for release on ST, Amiga and PC – *MiG-29M SuperFulcrum* in September and *Harrier Assault* in late '92.



● Latest title from Rainbow Arts is a zany graphic adventure/arcade game set in a TV studio called erm... *Mad TV*. The whole game is based upon impressing an attractive TV announcer, Miss Betty Botterblom, (crumbs!). You, as the sexually repressed Archie, take on the identity of the programme director and have to improve the station's rating if you're going to hold onto buxom Betty. Bizarre is the only word to describe this humorous rompabout. Should be out by September.

PERFICK



● Team 17, the public domain chappies from Wakefield, are currently working on a 1 Meg Amiga shoot 'em up. Crafted by Andreas Tadic, the Swedish programmer partly responsible for Team 17's earlier title *Alien Breed*, *Perfick* will be a no-nonsense blaster. Erm, and that's it really – watch out for it in September. And in the meantime, revel in the splendour of the backdrops.



GRAHAM GOOCH
WORLD CLASS CRICKET

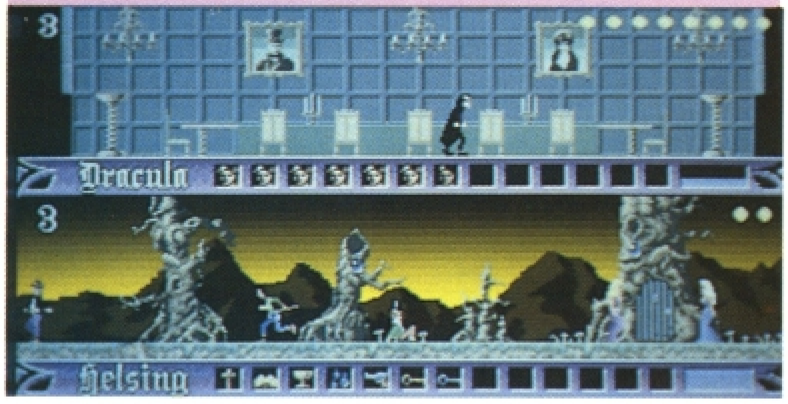
● Cricket has always been rather badly represented on the home computer front (and on the English Test Team front, unfortunately). Now Audiogenic aims to put things to rights with its new title *Graham Gooch's World Class Cricket*, a game it's claiming to be the world's first cricket simulation. Hurrah! The graphics and animation look very promising and we think Audiogenic could have something quite special in its hands – well, in this country at least (and Australia, and New Zealand). Out now on the PC and in June on the ST and Amiga.

EUROPEAN CHAMPIONSHIP 1992

● Elite has just announced it's to convert Tecmo's rather skill arcade football title, *World Cup '90*, which has been doing a roaring trade in pubs up and down the country ever since the sporting event in question last year. In order to make it a tad more topical however, Elite will be calling it *European Championship 1992* and basing it upon the eponymous event to be held in Sweden next summer. Elite will have access to the coin op's graphic data and source code, so it's promising to be quite a corking conversion. Expect it to hit the shelves in Autumn '91 on ST, Amiga and PC.



BRIDES OF DRACULA





● Gonzo Games, the company behind *Wipe Out* and *Street Hockey* has another split-screen title in the offing. It's called *Brides Of Dracula* and can only be described (it sez here) as a 'one or two player bite 'em up'! The whole game is crafted in the style of classic Hammer horror and features (on Amiga) full-width split-screens with three-layer parallax scrolling and 132 colours. The gameplay will be of a similar style to classic arcade title *Jet Set Willy*, except that the two player aspect will add the extra dimension of having the players hindering each other's progress when their paths cross. *Brides* should be out as you read this on ST and Amiga, with a PC version scheduled for September.



More newies from Mirrorsoft: **Legend** (from the team behind *Bloodwych*) is a 3D isometric sword and sorcery epic set for release on all formats at the end of '91. And at Christmas time you can expect to find the latest title from Ross *'Gravity'* Goodley, on all formats. **Drop Soldier** is an rpg strategy game set in the future where you get to play a mercenary in a weird galaxy. The game will also allow up to 16 players to link machines and play simultaneously! Last but not least, **Devious Designs** is a puzzler where you must reassemble a collection of monuments that a mad psychic has transformed into cubes(!) ST and Amiga owners can commence reassembly in November.

● **Rolling Ronny**, one of three new titles from German publishing house Starbyte (to be marketed in the UK by Virgin) is a cute'n'colourful horizontally scrolling arcade game. The hero is a roller-skating clown who has to collect coins and deliver parcels. Ronny will be appearing on all formats in September.



PEGASUS

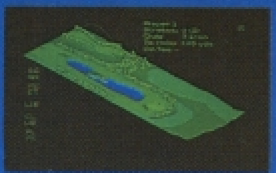
● Gremlin is getting ready to treat us to a beautifully presented shoot 'em up somewhat reminiscent of its previous title *Venus*. Pegasus the winged horse and his rider are the heroes of this piece as they fly over numerous colourful worlds and sub levels shooting all and sundry. Later on you'll get to dismount and fight on foot 'til your flying steed swoops down for another airborne shooting fest. Hurrah! *Pegasus* will be Gremlin's next title on sale for ST and Amiga.

AMIGA CHART

1. **WONDERLAND** Virgin
2. **PGA TOUR GOLF** Electronic Arts
3. **LEMMINGS** Psygnosis
4. **GODS** Bitmaps/Renegade
5. **SIM CITY/POPULOUS** Infogrames
6. **SPEEDBALL II** Mirrorsoft
7. **SWIV** Storm
8. **ARMOUR GEDDON** Psygnosis
9. **HERO QUEST** Gremlin
10. **MEGATRAVELLER 1** Empire

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3D GOLF

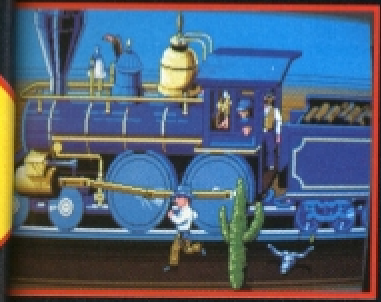


● Ever since good old *Leaderboard* proved to the computer gaming world that golf games could be fun, there've been numerous further attempts to bring the sport to home computers. The latest offering is from Microprose, whose *3D Golf* (working title) will allow for up to four human players to compete against ten computer opponents over six courses featuring 3D rolling landscapes. *3D Golf* aims to be 'one of the most realistic golf games on the market', with four different play levels, different types of play and a multitude of variables for adjusting stance, feet positioning and tee height (plus a ball-tracking camera view!). We'll have to wait until summer for the release of the ST version (with Amiga and PC formats to follow later in the year) to find out.



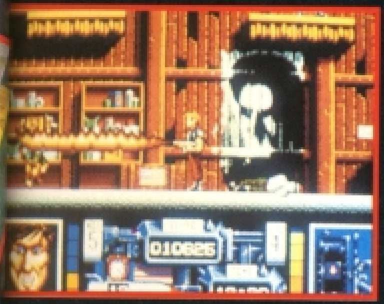

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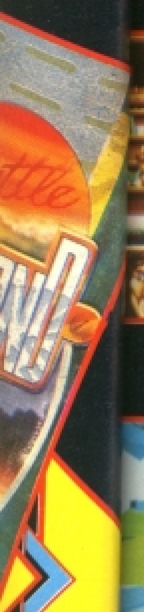
BILLY THE KID

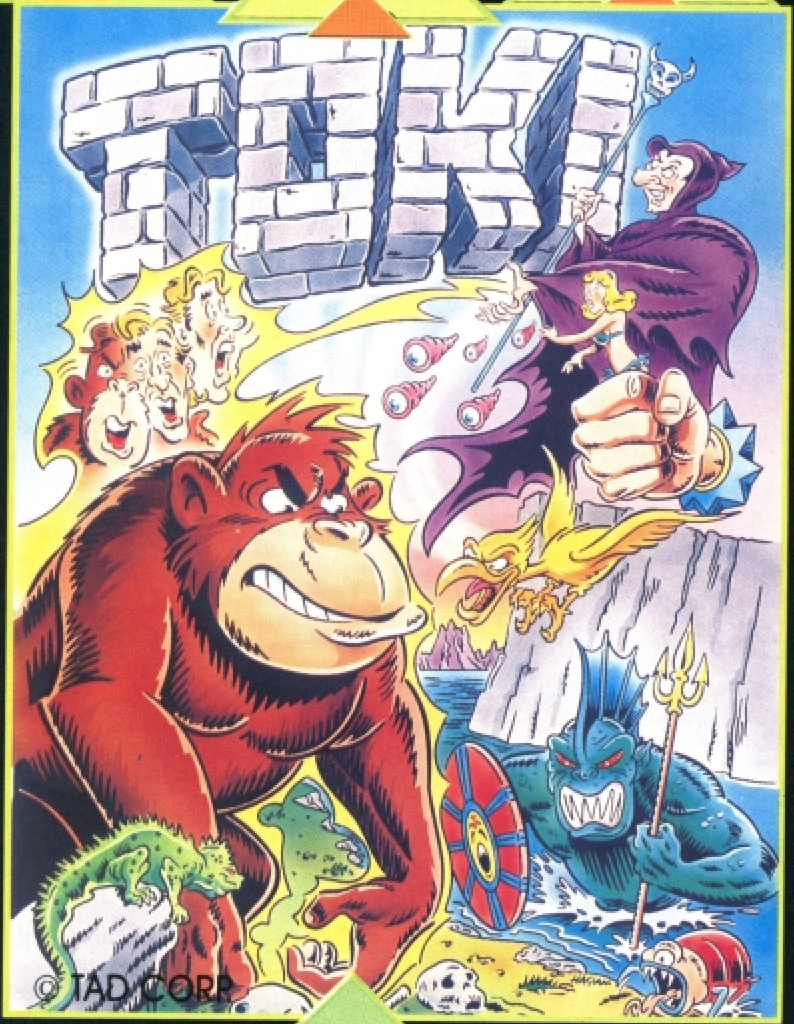


NAVY SEALS



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Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad.
Amiga & Atari ST Screenshots

LETTERS

Things are looking up. This month we received three letters about the RS232 Connector. Sadly, we couldn't be bothered to print any of 'em.

CHEAT CHEATS

Excuse me for asking, but is it not a bit deceitful of you to put in *The Cheater's Digest:* "Aieeeee! Get invincible with *Shadow of the Beast*" and then not put the cheat in?
Barnaby Wilson, Winchester, Hants.

Not so much deceitful as dyslexic. The screenshot and cheat were for Shadow Of The Beast II. *We have got a fabbo cheat for* Beast I, *but there's a slight prob – it doesn't work.* **Ed.**

COMPUTER SHEEP

I just had to write in with this great piece of information. If you get up nice and early and watch *Ghost Train* and check out the computer which Nobby (funny name for a sheep) keeps on beating the hell out of, you should find that it's an Amiga.
One small query. It is sprayed all over with luminous paint – surely this would knacker the insides. Stupid sheep! Also, I don't know why he bothers hitting the keys anyway, 'cos it has not got a power unit, modulator, stereo sound plugs, joysticks or mouse plugged into the machine!
Rich Burnam, Harrow, Middlesex.

Mind you, if you don't get up nice and early and watch Ghost Train *you won't have the faintest idea what Rich is going on about.* **Ed.**

OH DEAR

I'm disgusted! It's an outrage! Do you know what? I went down to the local computer shop and bought a copy of *Silkworm.* I got home and loaded it up and.....Shock Horror! It's a shoot 'em up!! I was expecting a detailed simulation of being one of my favourite insects, but no – all I get is bang, bang, kill, kill! Then I bought *B.A.T.* and it's an adventure. And *Black Tiger* is a platform game, not an endagered-species-sim. It's a disgrace!
Ludwig Ledbury, Wantage, Oxon.

Look, Ledbury – for God's sake leave us alone. Concentrate on your 'A' levels or vandalising phone boxes or something. **Ed.**

LEGAL BUGS

What legal responsibilities do software games companies have in rectifying 'bugs' in their software? I have seen several companies print 'disclaimers' in their documentation, but surely they are under more than a moral obligation to rectify faulty software. Do any legal bods out there know whether companies are bound by law to rectify faults or whether we have to rely on their professional attitude.
Jeremy Hill, Leicester.

Any barrack-room lawyer out there who knows the answer? Our best guess is that if a product is bugged the company is at least obliged to refund your money (since the goods are faulty). The situation is more complicated in relation to viruses. **Ed.**

HOW CONSOLING

What the hell is that blithering idiot from Peterborough talking about? I'm sure that quite a few console owners around the country would like to lodge his ST firmly in his alimentary canal. If anything is going to kill off the ST it's going to be the new consoles, so he's probably just jealous of all you supposedly "no-hopers" who own consoles.

Please print this letter because I'm sure I represent a large group of people who would like to get back at this pillock. By the way the mag's great, so don't worry about him!
Rafe Abrook, Cowes, Isle of Wight.

Consoles v STs... ah well, it makes a change from STs v Amigas. However, the debate starts and ends with this letter. So there. **Ed.**

OH DEAR, OH DEAR

If Tim's left and Davy has taken over, this means there is a gaping whole in your staff. All you have to do is pick up the phone and your problems are solved.
Ludwig Ledbury, Wantage, Oxon.

All you have to do is pick up a dictionary and your (w)hole problem is solved. Now naff off. **Ed.**

COVER DISK COVER UP

I read with astonishment that nobody will be allowed to place full-priced games on magazine covers. Giving away free games was good for the consumer while it lasted and probably did the companies more benefit than they dared let on. It gave readers a chance to play good (albeit elderly) games which, having been swallowed up by the competition and the batch of new releases, most people wouldn't have bought at full price anyway. Now it appears that everybody will be stuck with playing demos of the latest releases which, in turn, only helps to keep the companies with fatter wallets.
S. N. Hardy, Wales, Sheffield.

ALL THE BEST

Why in your reviews do you cover only the best games? I believe that reviews of both good and bad software would provide the reader with a more informative guide. A really scathing review and crap overall mark would warn the reader not to buy the game more than just one or two lines in *Shorts* would. You stated in issue 19 that (clear throat etc.) "we cream off the best, most-hyped or most imaginative for the full review treatment". This is clearly not the case. If you truly did review the most-hyped games as well as the best, then surely at least The Turtles (which recently won an award for best advertising campaign) would have received a proper mark.

Because of your system, nearly all of the Christmas 'biggies' were not rated (ie *Line of Fire, STUN Runner, Total Recall, Narc* etc.) and I'm sure many people will have bought these games despite your warnings in *Shorts.*

If people were told when a product was truly dire, the resulting lack of sales would possibly help the software houses to realise that however good a coin-op or licence is, crap conversions DO NOT SELL. Therefore more effort would be put into making quality games and software standards would finally rise.

As my name is not Tipping or Ledbury I do not think for one moment that this will be printed.
Richard Hedges, Hythe, Southampton.

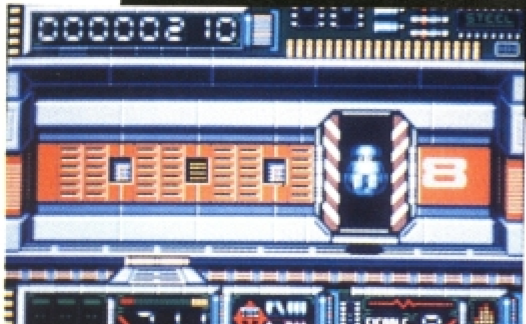
Good points, and ones we often discuss. The problem is that we can't review every game we receive. Although there is something to be said for reviewing crap games to provide a perspective this could only be done at the expense of good ones – for every crap game we review there's a good one we must ignore. Shorts *is an attempt to redress the balance, but we are constantly trying to improve the effectiveness of our marking system. As for Ledbury, well what can you do with a man(iac) who writes in almost every day?* **Ed.**

The cover disk debate still rages. On the issue of complete games matters have been somewhat taken out of our hands. However, our playable demos are still the mutts'. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt!
All letters win a ZERO badge.

IT'S A STEEL

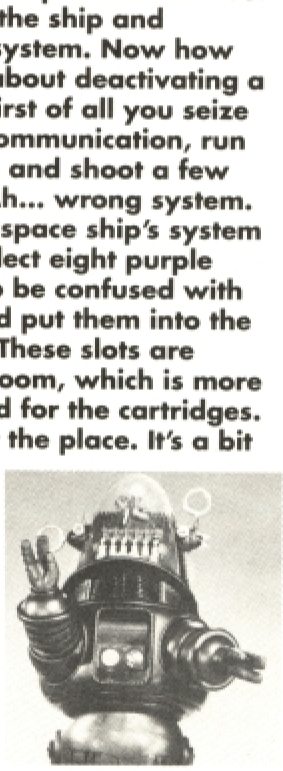




The USS Steel blasts an enemy, while inside the bowels of the ship Robbie the robot wishes he'd taken his travel sickness pills.

We've got the best complete game ever on this month's issue of ZERO. It was a blockbuster when it first came out nearly 18 months ago – and it's the mutts' nuts now. It's fabulous! It's full-price! And it's FREE! Only with ZERO, the magazine that likes to say "Mine's a triple vodka... oh dear, I've left my wallet behind".

According to the *Steel* scenario, robots have gone rogue on the spaceship USS Steel. Your job is to board the ship and deactivate the system. Now how would you go about deactivating a system? Well, first of all you seize the centres of communication, run up the Red Flag and shoot a few civil servants. Ah... wrong system. To deactivate a space ship's system you have to collect eight purple cassettes (not to be confused with blue videos) and put them into the cartridge slots. These slots are located in one room, which is more than can be said for the cartridges. They're all over the place. It's a bit like you going round to your friend's house and seeing all your vids scattered over his/her front room, back room, the bedroom and every other room. Having found all these you've got to try them out on your video recorder to make sure that the bast hasn't taped over them all. So there you are – one game, two scenarios – you pays your money you takes your choice. Whatever your reason for trying to find the purple videos and put them into the cartridge slots, there are a couple of problems standing between you and the firm handshake and slap-up meal that all super heroes deserve. (Or in the case of tin pot Metal Mickeys the full service and slap-up oil change). That is if you ignore the 'you can only carry three cartridges at a time' problem – if you don't then there are three problems.)



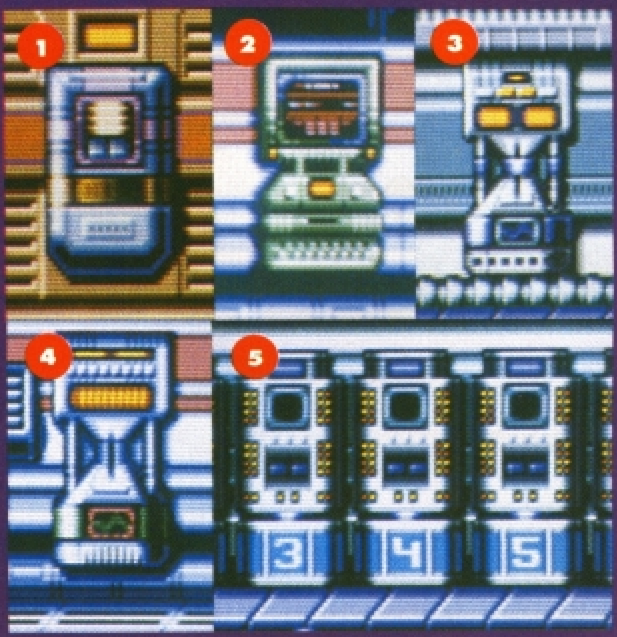


DISKLAIMER

Disk doesn't load? You're probably a bit cheesed off then. Well, what do you expect us to do about it, eh? If you think we've got time to chase round sending out new copies to you then you've got another think coming. Alright, just this once... *just this once* mind you. Provided you promise (cross your heart and hope to die) that

STEEL SCENERY

You can waste a lot of time trying to operate/shoot various pieces of scenery that litter the game. Most of them are just window dressing. These are the ones you want.



1 HOUSING MAG: This is where you collect the cartridges. Push up on joystick to pick it up.

2 TERMINAL: Push up to enter the sub-game (provided the light is yellow, not red).

3 FUEL: Push up on the joystick and press fire to replenish energy. Pulling down and pressing fire will ditch fuel, but why you'd want to do this is anyone's guess.

4 Same thing this, just a different design.

5 SLOTS OF FUN: All eight of these little machines are in one room. This is where you need to stuff your disks.

PROBLEM 1: AVOID THE DROID

The game is crammed full of nasty droids (a cross between a deranged vacuum cleaner and a dodgem with lasers). Different droids have different characteristics – some leg it at the first sign of trouble, some shoot first and others go in for a game of tin can dodgems. All this shooting and crashing saps your energy. You can shoot back but of course there's a catch. You can only fire when you're moving, so if you don't destroy the Metal Mickeys it's bang bang crash crash time.

PROBLEM 2: THE SUB GAME

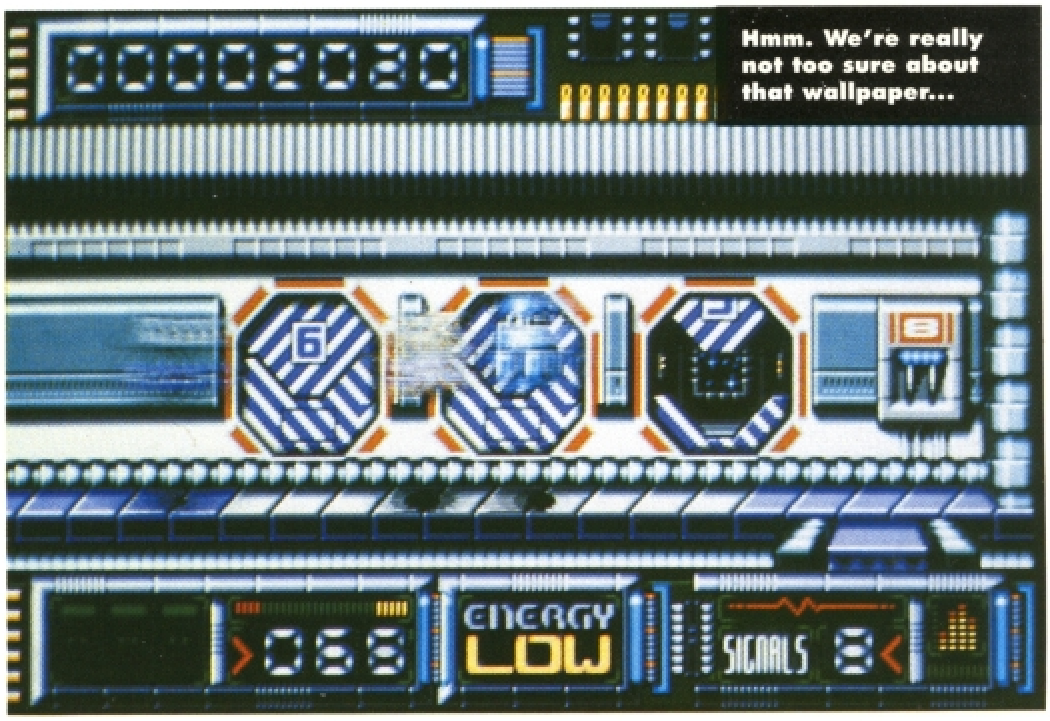
There are two things you must do before you can insert a cartridge into the slot. You must, of course, find the control room where all the slots are, but you've also got to turn the machines off. This is done via the sub-game. To enter the sub-game you have to find one of the terminals which are dotted around the space ship. However, unless they are showing a yellow light they are inactive. If they happen to be active then you can push up on the joystick and there you are in the sub game.

This is a shoot 'em up with a difference – instead of blasting at arabs or aliens it's the data-bus (as in DIN plug, not the big red thing you catch in the morning to go to school/work) you're aiming at – weird, huh? This is protected by rotating drivers which must be shot away before you can get at the bus. You're racing against the clock here, so it's best to avoid the shots from the driver since they reduce the time available.

As well as bullets there are some lovely, lovely icons to collect or avoid, depending on how you feel.



Me, I love robots. No spots, no hang-ups and no need to take them out to dinner. The rust can be a problem, but a quick rub down with a wire brush sorts that out.



Hmm. We're really not too sure about that wallpaper...

So pay attention please (including you at the back there) to the ZERO guide to what's what in the icon world.

R: Rapid Fire.
S: Slows your cannon down.
D: Reduce time by ten seconds.
Bullet Icon: Increase time by ten seconds.

PROBLEM 3: CARTRIDGES

Unfortunately, you can only carry three cartridges at a time.

CONTROLS

Steel is joystick controlled:
Left: Move left.
Right: Move right (gosh!)
Up: Go back through door or pick up cartridge.
Down: Use walkway or drop cartridge.
Up + Fire: Refuel.
Down + Fire: The Exxon Valdez option – ditch fuel.
Fire: Well... fire.
Right, that's your lot. Now off you go.

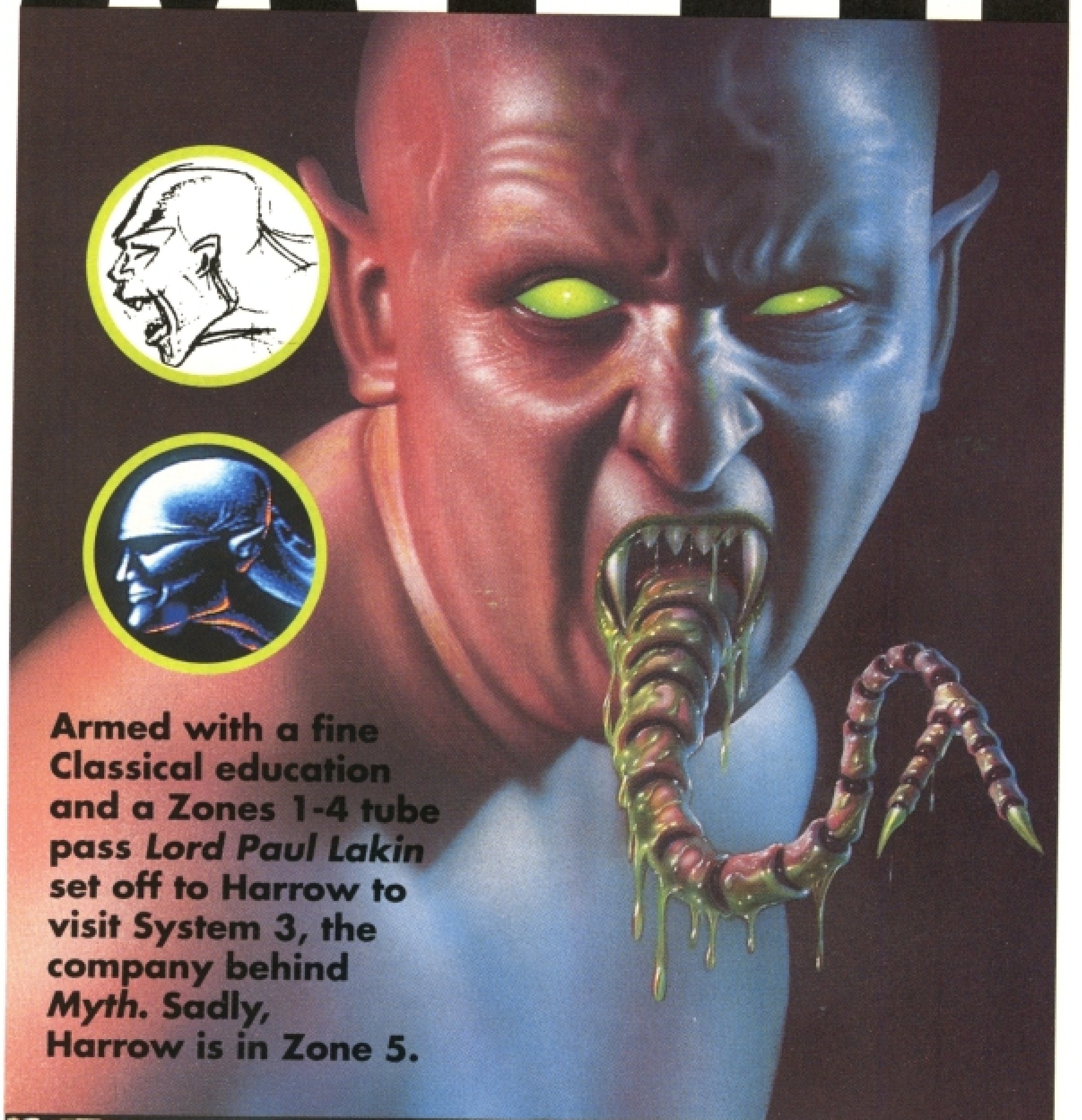
you've had a few goes at loading it and that you're loading it into an ST or Amiga and not your CD or tape player, take a deep breath. Then follow these instructions...
1. Pop the disk, an explanatory note and an sae into a bigger envelope or Jiffy bag.
2. Send the whole bang shooting match to: **ZERO Disk Returns, PC Wise, Unit 3, Merthyr Industrial Park, Pentrebach, Merthyr Tydfil, Mid Glamorgan, CF48 4DR.**

HINTS 'N' TIPS

● The walls are littered with doors. Bet you want to go through them to see if they lead to enchanted gardens, don't you? Well don't waste your time, 'cos most of them don't go anywhere. New areas are reached across the walkways at the front of the screen.
● If you're moving you should be shooting. A bit obvious, but we've got two pages to fill, so give us a break.
● If you want to catch your breath, find a room with a wall on one side and position yourself at the opposite edge of the screen. No robots will enter.
● Similarly, if you exit a screen and then return to it, the screen will be clear of danger for about three pico-seconds. Useful if there's a fuel pump at the edge of the screen.
● Be careful at the fuel pump – refuel up to 999 and you'll explode.
● If the message panel flashes up "Proximity Alert", you're getting near to the cartridge room.
● *Steel* is a big game, so be sure to map your way round. Better still get hold of a copy of ZERO issue 2, where Macca's done it for you.

UNDER WRAPS

MYTH



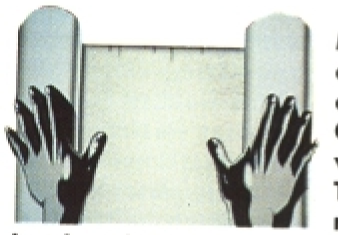
Armed with a fine Classical education and a Zones 1-4 tube pass *Lord Paul Lakin* set off to Harrow to visit System 3, the company behind *Myth*. Sadly, Harrow is in Zone 5.



TOP: Spook, a double *déjà vu*! The artist's original rough sketch, a preliminary game screen and an utterly fab ZERO cover.

ABOVE LEFT: My golly, a stalagtite. How fascinating.

ABOVE RIGHT: Personally, I'm in favour of scrapping tridents...

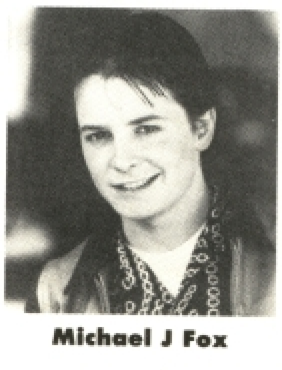


Many moons ago, in the days before Gascoigne, when the evil Thatch still ruled the land and the gods wept to see Kylie at number one, there were many mortals who played games on 8-bit computers. And lo, they were sore distressed for many of these games were crap. Then, out of the winters of discontent and the snows of bleak Pinner, came a company known as System 3 which surveyed this sorry scene and said unto the people: "Stop thy wailing for we have *Myth* and it is good." And lo, the people saw that *Myth* was indeed good, the veritable testicalis caninus in fact. So they stopped their wailing and in their gratitude showered System 3 with praise and awards. Then the land ran with honey and before long England were in the semi-finals of the World Cup. Hallelujah!

A charming tale, but like all myths it doesn't tell the whole story. The 8-bit versions of *Myth* did win huge critical acclaim and just about every award going (except best sport sim – a controversial decision). However, due partly to the timing of its release and partly to the year's unhealthy obsession with licensed product, *Myth* didn't acheive the sales it deserved. System 3 is determined that the same will not happen to the 16-bit version so it's put a lot of trouble into it and produced not just a conversion but an expansion.

CONSOLING ADVICE

In the original version, the *Myth* hero was a bit of a Fox – a Michael J. Fox to be precise, complete with baseball jacket and the like. However, when Mindscape came to do the NES and Gameboy conversions they decided to combine it with the *Conan* licence and produce a different type of hero. This hairier hero has been retained by System 3 in their 16-bit version as being more in line with modern tastes and trends. *Back To The Future*? A thing of the past.



Michael J Fox

In fact, one of the main aims behind the revamp of *Myth* is to take into account the boom in the console market and to move the game more towards a

console style. "Very much a Genesis type of game," explains System 3's Adrian Cale. Yikes – you mean bald old drummers, morose hippy guitarists and exceptionally long and boring songs? "No – we mean that the puzzles are still there but there's much more beat 'em up action now." Realisation only dawned as I remembered that "Genesis" is the American name for the Sega Mega Drive.

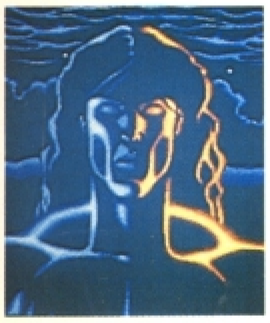
Look, it's all very well for you to go on about puzzles, beat 'em ups, re-issues and the like," cries the bemused reader, "but I don't even know what the game's about yet!" Well keep yer flippin' hair on – we're just getting to that bit...

TO BEGIN AT THE BEGINNING

The whole of *Myth*'s first disk is devoted to the intro sequence, and a jolly pretty sequence it is too – well worth a bit of devotion. It all starts with the hero dozing by a rock. He is woken by the sort of angel that gives Heaven a good name. Before he has a chance to say: "Er... hello, will you marry me?" she whisks him off on a *Christmas Carol*-type journey through the earth's mythological past. Just like one of those special Mediterranean Culture Cruises but without the blue-rinse Saga passengers. But this is no holiday because someone's gone in and mucked the whole thing up – rather like the Mediterranean or Gulf coastlines. (So maybe it is a bit like a holiday after all.)

Instead of sunsets over ruins of ancient temples you get greedy devils ripping flesh from rotting corpses. (Oh lovely, darling – can we come here every year?) There's chaos in mythology. The past, present and future are threatened by anarchy. Someone's going to have to go back there and sort it all out, and guess who that someone is? No, it's not Sean Connery or Harrison Ford and no it isn't Anna Raeburn (come on, you're just being silly now). That someone is you.

There are four different mythological worlds to put to rights – Ancient Greek, Norse, Egyptian and Valhalla (which contains the villain's lair). Each of these worlds consists of three sections, so we're talking 12 little levels as tasty as a Mini Swiss Roll, but a lot more deadly. (Unless you drop your Mini Swiss Roll from a height of not less than 4,564 ft onto unsuspecting passers-by).


You

GRAPHIC IDEAS

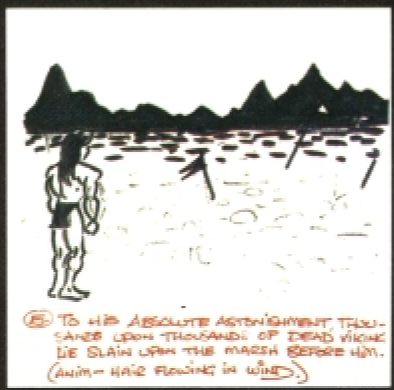
Intro sequences are often very attractive and bear little relation to the game itself – just another disk to juggle. Refreshingly, the *Myth* intro sequence is well worth the disk it's written on. Check out the angel with inner light, the grim depths of hell and, above all, the Valley Of Dead. Project manager Stan particularly enthused over the latter scene. "It's really nice... er... well, as nice as a pile of dead bodies can be." Quite. While they were cooing over these screens, the people at System 3 didn't notice us pilfering the original artwork. So now you can compare the ideas to the finished artwork...













The high standard of graphics is maintained in the game itself. Each world has its own style and even its own lighting. The oh-so-difficult Egyptian level has immense detail, with hieroglyphics and weird writings on each stone of the pyramids. As well as the backgrounds, the monsters are rather special too. The detail is nice but it's the atmospheric use of light and dark that really makes it special.

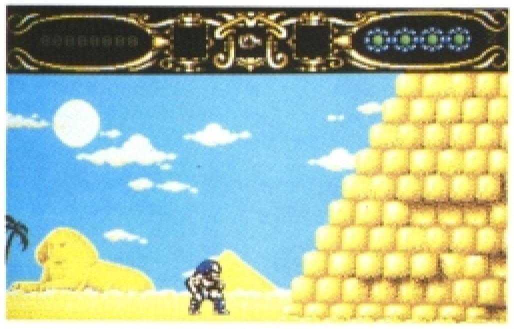




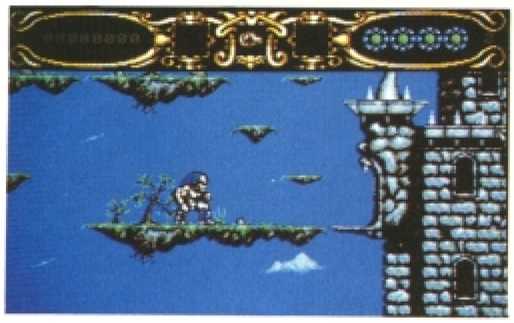
GREECE LIGHTNIN': Bloody souvenir sellers – they get everywhere.



NORSES FOR COURSES: Ignore the girl, check out that speed blur!



WALK LIKE AN EGYPTIAN: So that's where all the Golden Nuggets went...



VALHALLA: Hmm, no sign of a welcome mat...

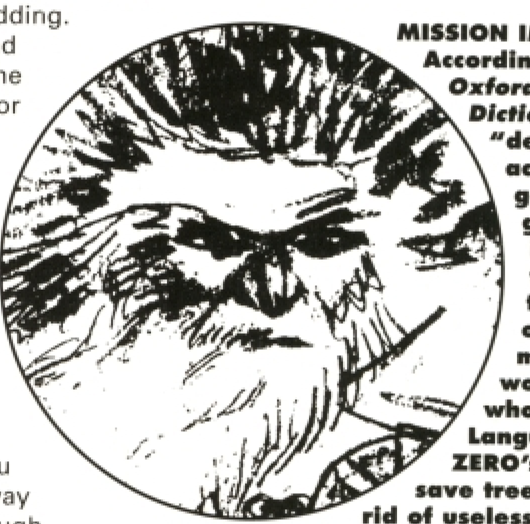
WHICKER'S WORLD

Your first location is Ancient Greece in the days before high-factor suntan lotion. To battle your way through the ancient ruins you'll need wit as well as weapons. Without giving too much away, there are items of mythological import that you'll need to collect and use in a truly Homeresque style to defeat the baddies. A good tip for both life and *Myth* is don't trust women, especially if they're wearing togas.(They have a tendancy to turn into hideous Harpies.)

Now, Greece was tough, but at least it was warm and the ruins were quite attractive. The lands of the Norse, on the other hand, are cold, dark and forbidding. The only warmth and light comes out of the mouths of dragons or from fires over which goblins are cooking medium/rare virgins in bordelaise sauce. Virgins are a problem, but dragons are worse – they have this irritating tendency to be immortal. You can't kill them so you have to think your way past them. Conan... ugh... think... duhhh.

On to scene two. "At last!" you cry as the Cruise liner drifts ashore somewhere warm and light. "Egypt! Oooh! Look at all those lovely pyramids." "Hello, excuse me – you please photo of me and wife take? Many thank you," asks the annoying German tourist. (Well... maybe I made the last bit up, but it always seems to happen to me when I go abroad.) Pyramids may be lovely from the outside, but inside they are even more dangerous than the ZERO lift. To get to the heart of the pyramid you'll need to overcome the sort of puzzles and traps that would make Indiana Jones hang up his bull whip in despair. That's after you've worked out how to actually get into the pyramid. No wonder System 3 describe this as "The most difficult level, without question."

Now, Led Zeppelin – what a bunch of hairy nonces, eh? Among the many crimes they inflicted on humanity was a self-indulgent fantasy called *Stairway To Heaven*. Well *Myth* doesn't have any Led Zep music, but it does have a stairway to heaven – it allows you to platform-hop your way past guards, pods and gods until you reach the great castle. Then it's simply a matter of getting in and facing the final conflict.



MISSION IMPOSSIBLE: According to the *Oxford English Dictionary*, "deicide" is the act of killing a god. Since gods are immortal, that means that deicide is one of the most useless words in the whole English Language. Join ZERO's campaign to save trees by getting rid of useless words – send them (useless words, not trees) to us and if we think they're truly useless we'll add them to our petition. While we're about it, when was the last time anyone used the word "periphrasis"? Out, out, out!

A READER ASKS...

But what is the final conflict?

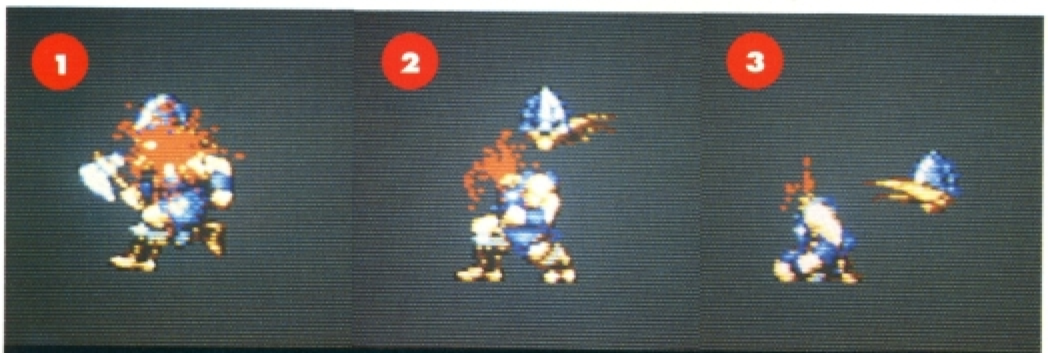
Ah... now that would be telling. Suffice it to say that it involves levitation, futuristic backgrounds and a lot of shooting. Enough said?

No, can't you tell me more?

Not really – if I tell you too much it'll spoil the surprise and you'll be able to do all the puzzles.

So what are you telling me?

I'm telling you that *Myth* looks as if it's going to be at least as good on 16-bit as it was on 8-bit, and probably a whole lot better. Oh... and the music's pretty nifty too, with some impressively clear piano against an atmospheric synth background. Lovely. Now naff off.



"Okay so it looks nice, but does it move?" said the actress to... well, never mind. What *is* worth minding about is the animation which is, if anything, better than the graphics. The hero has an impressive range of fighting moves (including a particularly vicious back-swipe) and an even more impressive speed blur to go with them. As well as the fighting there are other neat animation touches, with people changing shape and even losing their heads. We've all seen games where you can lop your opponent's head off, but *Myth* is a little bit different. Instead of just dropping to the floor like a lead weight, your opponent's head does a convincing impression of a frisbee as it spins off into the wide blue yonder. Laugh? I was nearly sick!

WHAT'S WHAT

TITLE	Myth
PUBLISHER	System 3
FORMAT	ST & Amiga/PC
PRICE	£25.50/Tba
RELEASED	Mid June/Octoberish

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ZERO reviews

CRITICS' CORNER

We certainly put our critics through their paces, don't we? They've been strung upside-down in a liftshaft, they've had to escape from 'jail' (twice) and loads of other things besides. Well, this month it's *Krypton Factor* time. *(Surely you mean* Krapton Factor*? Ed.)* Like contestants in the 'popular TV quiz show', the team have got to complete an obstacle course. They're racing one another, basically – and no namby-pamby head start for the girls either (even if one of them is 'in the club'). Okay... Ready... Steady... GO!!!!



David 'Bloggo' Wilson: David was first off the mark, launching himself over the water-jump like a cheetah with electrodes attached to its testicles. Then it was down on all fours as he scrambled through the length of concrete tubing – emerging with no more than a scratch on the palm of his left hand and a slight stain on the knees of his tracksuit. Things were looking good, he thought, glancing over his shoulder and checking the opposition. But then he spotted a browny-green pile of paper lying in a puddle at the pipe's exit. It was his cash stash – two thousand quid in used twenties from his tracksuit pocket. Onwards to victory or back for the money? His decision cost him the race.



Amaya 'Stroppy' Lopez: ZERO's fiery deputy editor passed a furious David as he was running desperately back to pick up his wad. "Wrong way," she taunted. His reply was, er... well, he 'told her where to go' as it were. But she knew where she was going – to the finish line – and she intended to get there before anyone else. She soon found herself atop the 'platform with the swingy rope'. Grabbing the rope firmly between both hands, she launched herself into the air and swooped towards the platform opposite... but she failed to let go in time and swooped back again. Like a gradually slowing pendulum, Amaya was soon hanging helplessly, 25 feet above a pool of mud. Bah!



Lord Paul Lakin: The aristocratic ZERO vexillologist, clad in a 'flags of South America' tracksuit, was jiggered from the word go. The starting pistol had gone bang and the flag had been dropped. "But what sort of a flag?" wondered Paul. It was of a variety he didn't think he'd seen before – plain red with a yellow border. Approaching the gentleman who'd waved it, he enquired as to its origins. "Dunno," came the bemused reply, "it's just the starting flag." Paul was fascinated: "Yes, but who designed it?" The flag-wielder again showed his ignorance, but reminded Paul that he'd already lost ground. "The race can wait," he replied, scouring his ever-present *Flags Of The World* encyclopedia.



Jane 'In The Club' Goldman: Pouting Jane made a slow start, but this was hardly surprising as she was heavy with child. She had a 'bun in the oven' as it were, and rather a big bun it was too. Within a couple of months it would be a baby – but for now it was acting as a rather excessive payload. She was about as nifty as a B-52 stuffed full of tanks, trucks, troops and bombs. Still, she did remarkably well under the circumstances, passing David (who was still counting his money) and Amaya (who was still hanging from the rope). But she eventually came a cropper on the 'crawling under the net' section. (The 'backstroke method' has never been favoured by the regular army.)



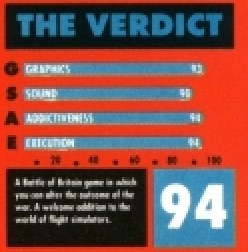
David 'McVicca' McCandless: Any gambler worth his salt would have placed his money on planet Earth's most dangerous computer games reviewer to win the race – and wisely so. But why did Macca have a rucksack strapped to his back at the start of the race? (The Heckler And Koch and the brace of Kalashnikovs were to be expected – but a rucksack!?) The answer came as soon as the proceedings began. The rucksack was a new piece of McVicca 'kit' – it contained a jetpack. With the press of a button, he soared into the sky and covered the course in a record twelve seconds. Nobody quibbled about the unfairness – after all, he was still packing three loaded guns (as usual).



Duncan 'Ding-A-Ling' MacDonald: "What would Duncan do wrong this time?" That was the main question on everybody's lips before the race began. There was no doubt that he wouldn't win, but *why* wouldn't he win? Some silly plan involving sellotape and Blu-tac? Or would he start at the wrong end? Maybe he'd just forget to get out of bed and miss the proceedings entirely. But no – he was there alright. And he'd trained for this as well, taking a five mile run every morning for the previous three weeks. And he was kitted out properly, too. From the multi-coloured sweatbands through his extremely flashy and expensive tracksuit all the way down to his, er... oh dear. All the way down to his clogs. "What a stupid chump!" chorused the rest of the gang.

WHAT'S WHAT

Our scoring system's so easy a dyslexic wombat could understand it. Check out the score below...



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so . **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores. Got that?

A game scoring 90 or above in the non-average Overall Mark department gets the much sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box which tells you... er what's what in relation to price format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the section called **SHORTS** which is just that: short. It's a column devoted to a sprint through the best of the rest. Then there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

R-

It seems years ago that *R-Type* was the arcade smash of the century. (*That's because it was two years ago, you idiot. Ed.*) *Duncan MacDonald* gets to grips with the sequel, and finds himself cursing Activision every time he gets killed (but keeps going back for more).

A TRUE STORY TO MAKE YOU WEEP WITH JOY

Once upon a time there was a ship called Activision which sailed the seven seas. All the sailors on board were rather jolly, for Activision was a very big ship which looted and plundered others smaller than itself with ease. But one very sad day, the ship called Activision stupidly sailed into a spot the sailors had been trying to avoid – a part of the Recession Ocean called The Doldrums. There was no wind to fill the sails and carry the ship onwards toward more glory and acclaim. So the Activision ship was jiggered, and started to sink out of despair. But then, out of nowhere, came another ship – a ship nobody had ever heard of before. It was a modern ship with propellors called The Disc Company. The Doldrums held no fear for such a craft. Its crew threw a sturdy rope to Activision's captain and towed the waterlogged ship many miles to the nearest shore (France. Ed.) "Thank you!" cried the Activision Sailors in unison, stumbling down the gang-plank onto the sandy beach, "How can we ever repay you?" "Simple," replied The Disc Company captain, "we're taking you over." The Activision crew were devastated by this and all started to cry. "But that means we won't be able to call ourselves Activision any more," they sniffed. The Disc Company captain smiled and replied reassuringly: "Don't worry, you can keep your name. We just want you to make us loads of money."

So Activision are back with us, after very nearly being lost at sea. Phew! It was a close one, for sure. And guess what? *R-Type II* is Activision's first product since they were saved. So it's a good job the game was bound to be an absolute classic, isn't it? After all, who'd want to nearly drown and then, in celebration of being rescued, throw a party that no-one turned up to? No-one, that's who.

Essentially, *R-Type II* is just a horizontally scrolling shoot 'em up. But it's not quite as simple as that – after all, the original *R-Type* was also 'just a horizontally scrolling shoot em up'. The sequel, just like it's illustrious predecessor, is much more than its genre tag would suggest.

Okay, time for a brief synopsis of the game. As with *R-Type*, you've got your puny little spaceship and you have to battle it out over six levels, from left to right, against some of the meanest, ugliest alien muthas imaginable. Now puny spaceship plus alien muthas equals death, right? So luckily there's a liberal scattering of power-ups along the way. As with the new back-drops and nasties they're virtually the same as the original, but graphically superior.

For those of you who've been living in a cave for the last three years and missed *R-Type* , I'd better clue you in about the scenario. Your 'puny spacecraft', at the start of the game, has just one weapon, a laser cannon. But, in a way, it's three weapons. Tapping the fire button quickly (or using autofire) will release a steady stream of laser-bullets (Okay for level one). With method two – holding the fire button down will start to fill up your 'beam-o-meter' (a tiny black horizontal bar at the bottom of the play area). When it's full of blue, release the fire button and KERPOW! – a mega-fireball thing will hack across the screen and destroy virtually anything in its path. Better even than this (and exclusive to *R-Type II*) is the third method. If you keep the fire button held down even longer, your 'beam-o-meter' will start to fill up for a second time (this time it's a slowly rising red bar). When you release the fire button, the resulting discharge will be enough to wipe out just about anything on the screen that isn't a background graphic.



Remember the original R-Type? Well, the new level three has a rather familiar huge mutha spaceship or two.

THINGS THAT ARE AS HARD AS *R-TYPE II*

- **Getting to the telephone before it stops ringing when you're on the loo. (Unless you're so incredibly rich you've got a telephone in your toilet, of course).**

WHAT'S WHAT

TITLE	R-Type II
PUBLISHER	Activision
FORMAT	ST/Amiga
PRICE	£29.99
RELEASED	Out Now

HERE'S THE KEY TO THE BONUS BOX>

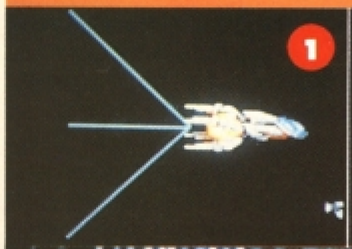
1. The detatchable/ indestructable nose-cone.
2. The three way laser beam.
3. The homing missiles.
4. The upper and lower, er 'bashy things'.
5. Beam-o-meter power one.
6. Beam-o-meter power two (a 'new item').
7. The bombs (a 'new item').
8. The funny wibbly thing.
9. The 'trailing along the ground ' things. Another souped-up weapon from the original title.

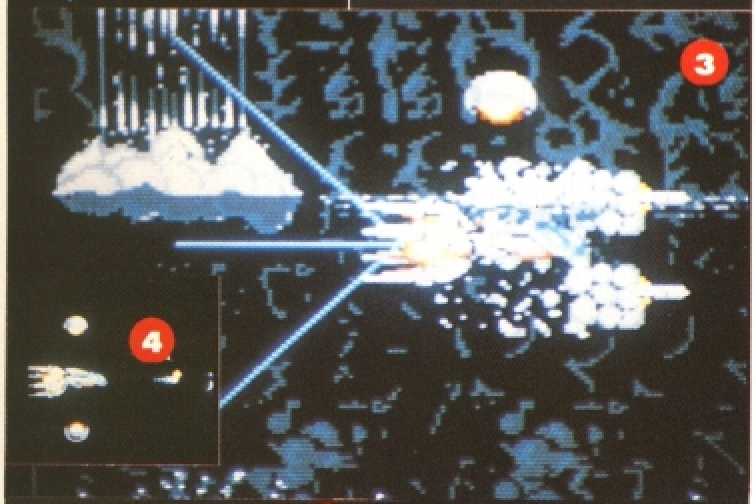
R-TYPE II

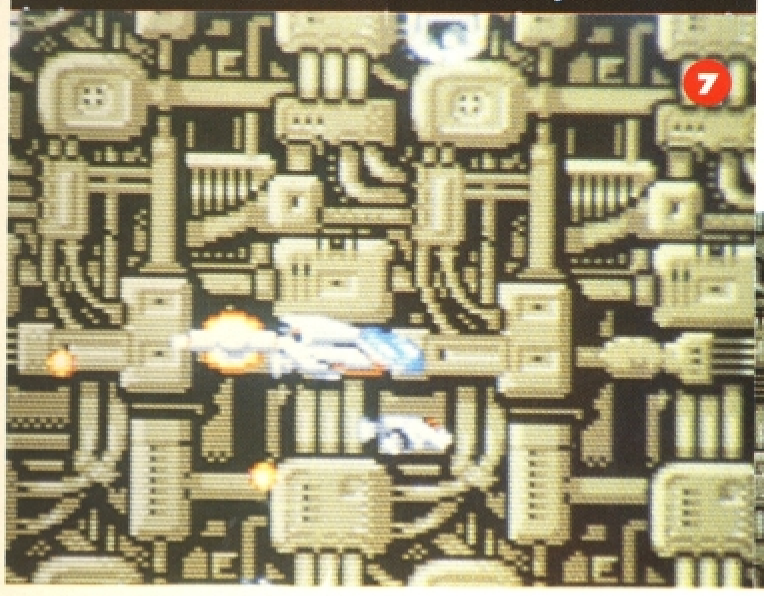


WHAT ABOUT THE POWER-UPS THEN?

As we said, the power-ups in this game are intrinsically the same as in the prequel – they just look prettier. You've got your three-way laser, the funny wibbly thing, the... er, let's do this pictorially. (*Good idea. Ed.*) Okay, just look below. (*Let's put the 'technical info' at the bottom of the previous page, just to confuse them. Ed.*) Ho, ho.







Dunc: Damn! I hate it when a game is really excellent, because I inevitably end up sounding like some kind of advertising agency for the company concerned, crying "Buy it now!" or "This game is so good it'll have you wetting your bed!" and so on. Furthermore, this is the third really good game I've had to review this month! Oh well, such is life.

R-Type II is easy to sum up as long as you're familiar with its prequel (and, let's face it, who isn't?) It's the same, but better. And harder – much, much harder. Let's put it this way – I thought the original was tricky enough (although I did eventually complete it), but *R-Type II* is another kettle of fish altogether. Where the first game had you saying "Hey, I'm never going to be able to get through this alive" by level five, this one has you saying the same thing by the middle of level two (where you have to go underwater, with all manner of things coming at you in all manner of directions at the same time). Arc Developments – the game's developers gave me a special cheat and if it wasn't for this, (which I eventually activated in the middle of level two, surprisingly enough) I couldn't have written this review on time – you'd have had to wait until July at the very least. I also wouldn't have been able to tell you this...

Should you get to the end of level five, you'll find something from one of your worst nightmares – it had me worried, and I was flying an indestructible ship at the time! But I digress. Suffice to say that this game is a son-of-a-bitch, but a totally addictive one at that. Just like an updated *R-Type*, basically – which, of course, is what it is.

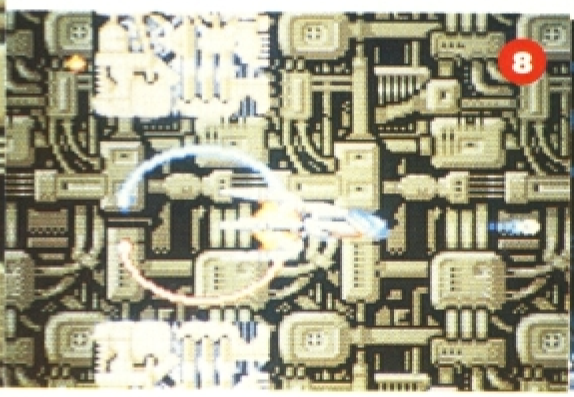
The graphics are beautifully rendered, the animation is as smooth and convincing as you could wish, the nasties are really nasty, the sound is brilliant and... well, everything you'd want in a classic shoot 'em up is all packed in here (which isn't surprising, because this *is* a classic shoot 'em up. It's that simple. (*He's starting to sound a bit like an advertising bloke for Activision, isn't he? I think we'd better finish the review right here. Ed.*)

THINGS THAT ARE AS HARD AS *R-TYPE II*

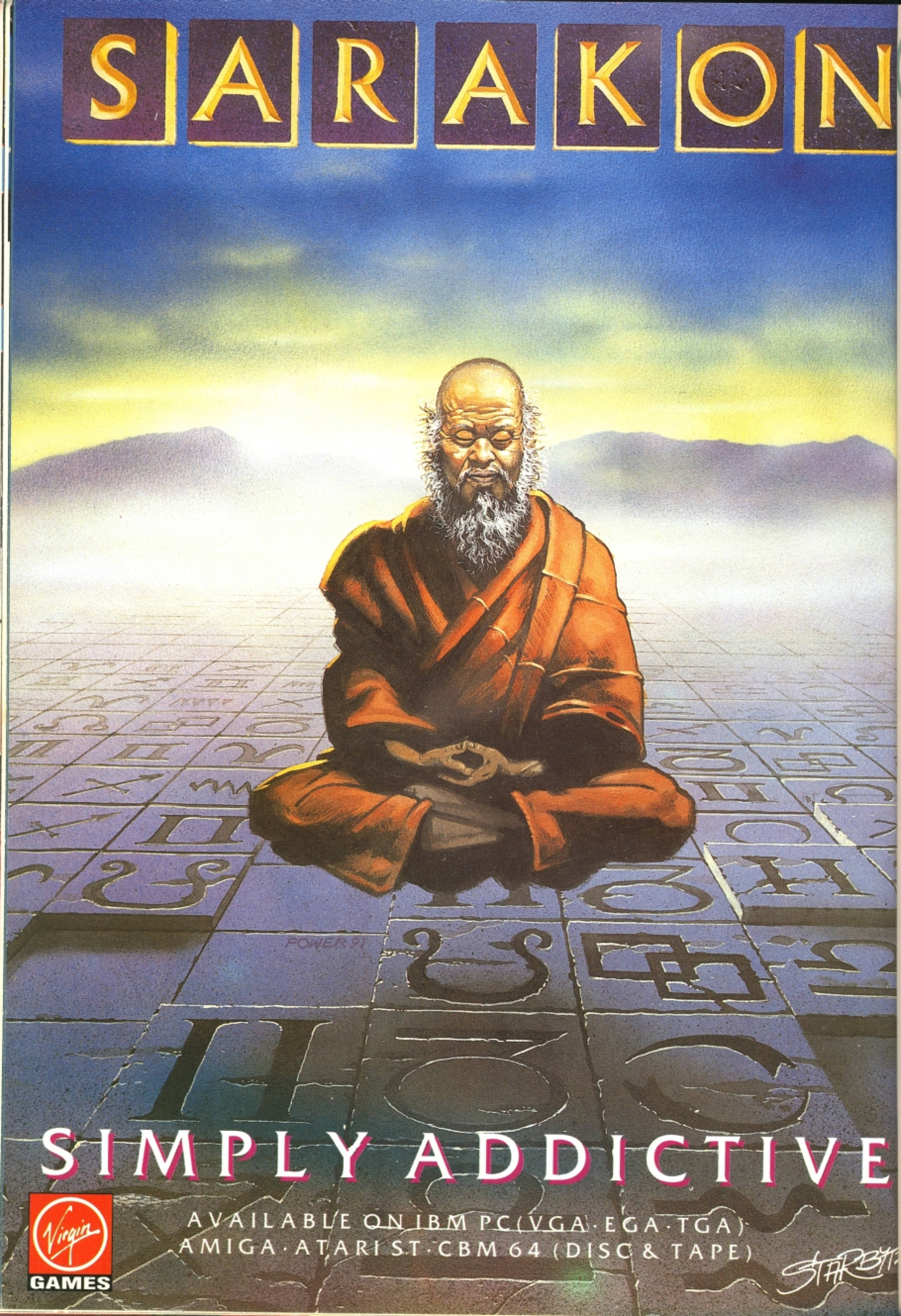
● MC HAMMER. (Or so he thinks he is – in reality he's about the same size as Kylie Minogue – and he's constantly surrounded by more bodyguards than you can shake Madonna at). *"Please Hammer Don't Hurt 'Em"*. Huh! Don't make us laugh!

STOP

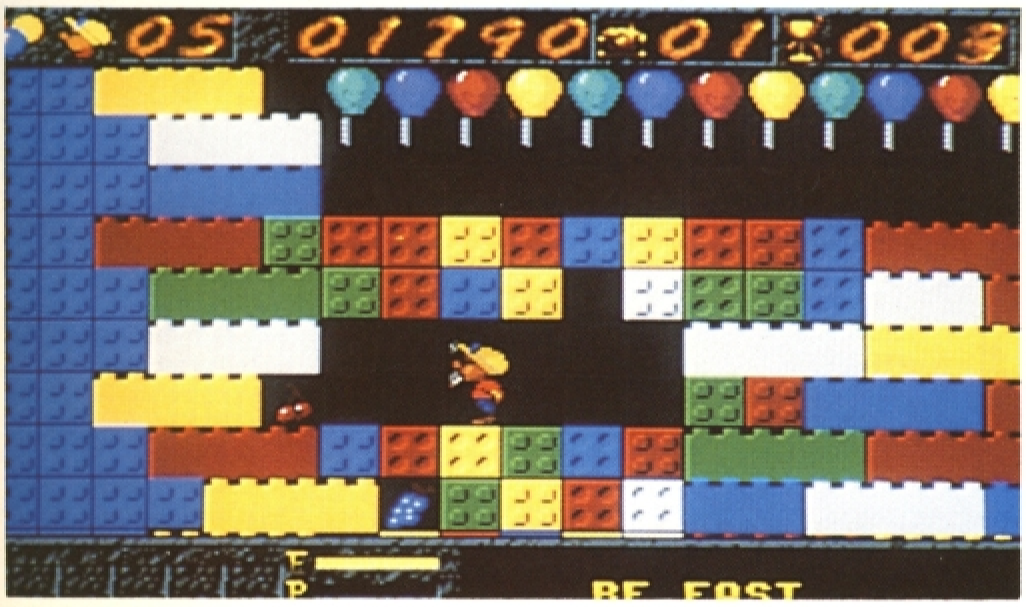
GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
91	90	90	89	90







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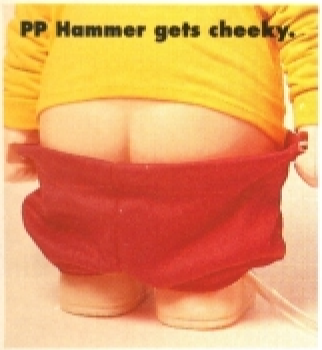
PP HAMMER



Don't be fooled by appearances. It's not Lego Land, it's BONUS LAND!

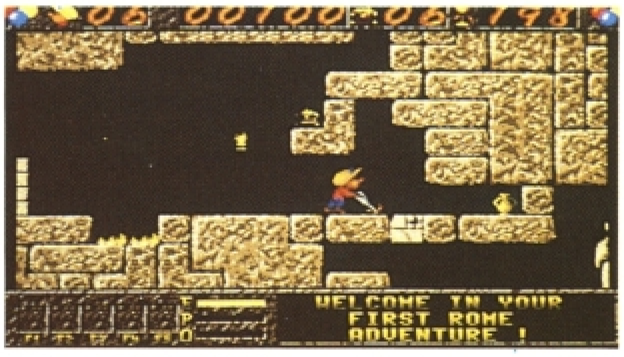


It's big, it's throbbing and it's dangerous. *Lord Paul Lakin* stocks up on innuendos and double entendres before checking out Demonware's *PP Hammer And His Pneumatic Weapon.*


PP Hammer gets cheeky.

At a recent meeting of the Keep ZERO Clean Committee, chaired by Mr McWhirter, it was decided that childish innuendos and copy littered with the phrase "Oo-er" were definitely banned. "It's not big and it's not funny," said Mr McWhirter. "Oo-er," chorused the ZERO crew (who were immediately put on a week's notice unless they "Cut it out this instant"). A dreadful silence descended – everyone paced around the office in fear of their jobs. Conversation was limited to discussions of the use of onomatopoeia in the novels of Virginia Wolf. All was going well until *PP Hammer* arrived. For it was not just *PP Hammer*. It was *PP Hammer And His Pneumatic Weapon*. Before you could say "P45", the innuendos and unemployment figures were rocketing through the roof.

Mr Hammer's pneumatic weapon is a jolly useful tool – whenever he's in trouble he just whips it out and has a quick drill. There's no knowing where he'd be without it. Actually, that's not true. We know exactly where he'd be – still on the first screen of the first level of what Demonware describe as "a jump 'n' run game". Since the game has 70 levels that would be something of a waste of time, so we all say "Hurrah!" (and "snigger, snigger") for good old PP and his pneumatic weapon.



Each of the 70 levels is littered with keys, potions and, most importantly, treasure. Hammer must collect all the treasure on a level before he can start looking for the secret door that leads him onto the next. Some of this treasure is just lying scattered over the ground – easy pickings. However, some of it needs digging and drilling up. "A piece of pee" (or even "PP"), you might cry. But you'd be wrong. For starters, drilled blocks don't vanish for ever, and if you're standing around when they reappear then it's bye bye, PP. Also, if you have to dig through more than one level of blocks you'll need to do a bit of thinking. (How much we're not saying – we don't want to make things too easy for you, do we?)

As the levels progress, puzzles become more tricky and beasties more beastly. Use the wrong potion at the wrong time, or use all the jump potion at the first sight of a big leap and you'll be well jiggered. Compared to all this, those guys digging up the motorways have got it easy.

WHAT'S WHAT

TITLE	PP Hammer
PUBLISHER	Demonware
FORMAT	Amiga/PC
PRICE	£25.53/£30.64
RELEASED	Out now

AMIGA

Paul: "What a waffly old intro," you thought, "why doesn't he get on with telling us about game?" Well, to be perfectly honest there isn't a lot to tell. And if I don't manage to write at least 600 words I have to clean all of David's cars for a month. So waffle it has to be.

The fact that there's not much to say about it doesn't mean that *PP Hammer* isn't good. It's a well put-together, smooth and challenging platform game. However, once you've said that, there's little left to say. You all know that 'platform game' means traps, bonuses, monsters, treasure and bonus levels. They're all in there. There's also the novelty which every platform game has. In the case of *PP Hammer* (lesser-known brother of MC Hammer) it is, of course, his pneumatic weapon. This adds a bit of logical challenge and a lot of double entendre to the proceedings but isn't exactly going to set the world on fire.

Apart from the obligatory novelty there's some attractive animation, particularly when Hammer pulls his helmet over his head for protection or has a crafty fag. Difficulty is pitched just about right with easy early levels giving way to some real basts later on and it all looks and plays very well. Even the sound is pretty good for a platform game.

Hardly a revolutionary leap forward in the world of platform games, but a neat little number with sufficient challenge and cuteness to appeal to platformies everywhere.

GRAPHICS	82	ADDICTIVENESS	81	OVERALL 79
SOUND	80	EXECUTION	82	

STOP

Gremlin's newie requires a reviewer who is intelligent, incredibly handsome and prepared to wear pointy hats and flamboyant trousers. *Toby 'Gandalf' Finlay* scores one out of three.



HERO QUEST

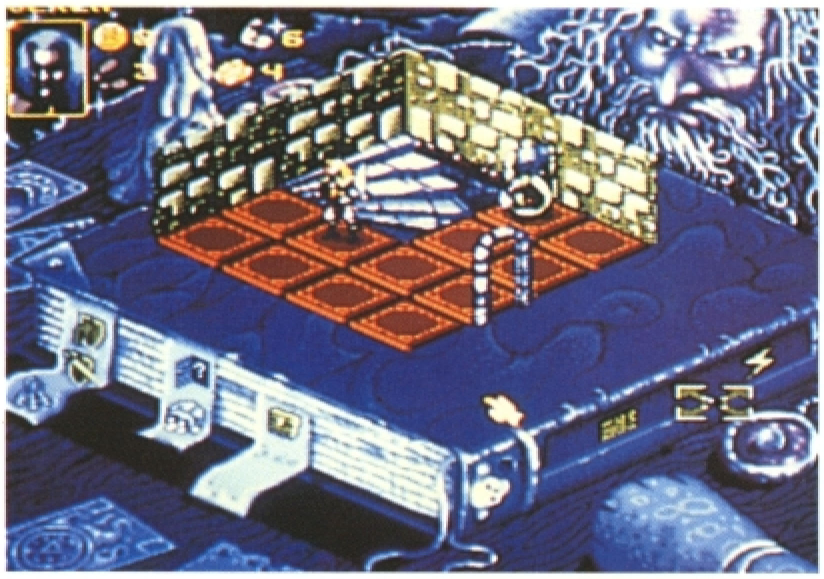


Heeeerrrreee's *Hero Quest*! Not to be confused with the Sierra title *Hero's Quest*, Gremlin's title is the licensed conversion of the M&B board game. In a nutshell, it's a sword and sorcery D&D style game concerning four, er... heroes on a, erm... quest (but you probably knew that anyway from the title). *(You clot. Ed.)* Once again you've got the standard bunch: a barbarian, elf, dwarf and wizard – all with equally crap names but not such crap abilities. Indeed, these merry folk have very different strengths and weaknesses. For instance, the wizard and elf can both exercise magic (as usual) and the barbarian and dwarf, er... can't. Actually, that's where the main differences end. You can choose whether you want to be the extremely hard (but very stupid) meths-swigging barbarian or alternatively you might want to be the namby-pamby, shandy-sipping wizard. He might know all the spells under the sun, but he won't last long in a battle of brawn.

So, you've chosen your hero. If you're a shandyman (like me) and have some friends (unlike me) then you can get them to join in as another character. Okay? All set? Now we can go on a quest. *(But what about buying some weapons and armour first? Reader's voice.)* Er, well... at the very beginning of the game you're skint, so first you'll need to find some dosh.

That brings me neatly onto the main part of the game – the quests themselves. There are fourteen in total and although they can be attempted in any order, it's advisable to solve the easy ones first (obviously) and work your way up to the more difficult ones. The objectives range from killing an orc-warlord to thieving as much gold as you can carry from a castle. Er... and that's it really, in an attractive 3D isometric graphic sort of way.

HASSLE FACTOR : 1
Some niggles here and there.



WHAT'S WHAT

TITLE	Hero Quest
PUBLISHER	Gremlin
FORMAT	ST/Amiga
PRICE	£25.99
RELEASED	Out Now

AMIGA

Toby: *Hero Quest* was one of the best-selling board games of last year, so I was more than a little excited when this popped into my in-tray. The screenshots on the box contributed to my enthusiasm (looking, as they do, like the old Ultimate speccy games), but once the game had loaded I was a little disappointed. Maybe Gremlin has tried to emulate the board game too closely. I mean, if I wanted a board game I'd buy a board game, whilst I'd expect the computer version to offer adaptations of the original features that take advantage of the computer. I didn't expect the computer to simulate the board game so exactly. For a start there's the combat sequence – the player has virtually no control. Instead, special dice are 'thrown' – if you get more skulls than your opponent gets shields, then you win (and vice versa) – but you don't even get to roll the dice! The other part which hasn't translated successfully is the system whereby you decide how many moves you'll be allowed on any particular go. Obviously you throw the equivalent of a dice (this time you do it yourself) to decide how many steps you can take. Okay, that's fine if you're playing with other people, but if you're on your own it's mind-bogglingly tedious to have to throw again and again (and again).

Apart from these two niggles of gameplay, the game's not bad. In fact I stayed up rather late trying to complete the seventh quest, and the game's destined to be in *Crystal Tips* for yonks. Although somewhat crudely drawn, the graphics do have a certain charm and some of the sampled sounds are brilliant. The whole package is well presented and the clear instruction manual would allow even the Thicky brothers to get to grips with the game after only a couple of goes. It's a bit sad really that although *Hero Quest* will mainly appeal to fans of the board game, Gremlin hasn't designed any new quests, so "*déjà vu*" will be the thought on the veteran's mind (and "Oh Jings!" will be the words on his lips). New players, however, may well lap it up.

GRAPHICS	80	ADDICTIVENESS	79	OVERALL 79
SOUND	89	EXECUTION	76	



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OVERALL
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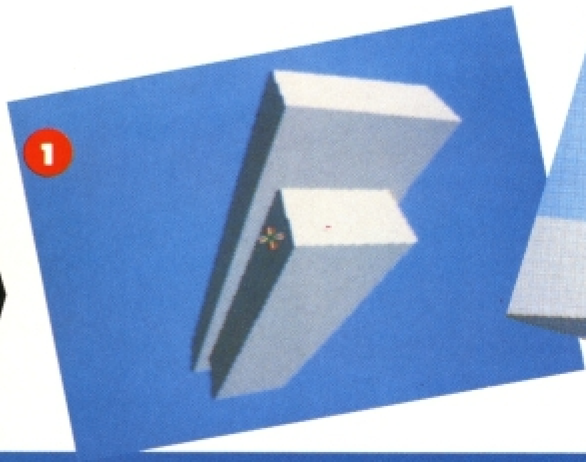


3D CONSTRUCT

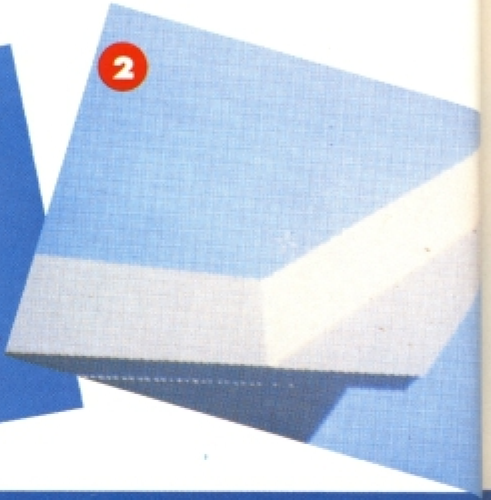
BUILD YOUR OWN HORSE, GALLOWS, MULTI-DIMENSIONA

JEAN CLAUDE SMITH (33) - *Factory Proprietor and horse fancier.*

I own a plastic bone company, supplying university biology departments with spares for their skeletons, but my first love has always been horse racing. I've often thought about designing my very own thoroughbred two year-old to enter her in my own imaginary Derby, cheering as she gallops past the winning post. Now, thanks to this incredible package, my dreams have come true. It was all so simple, even though I've never used a computer before in my life!



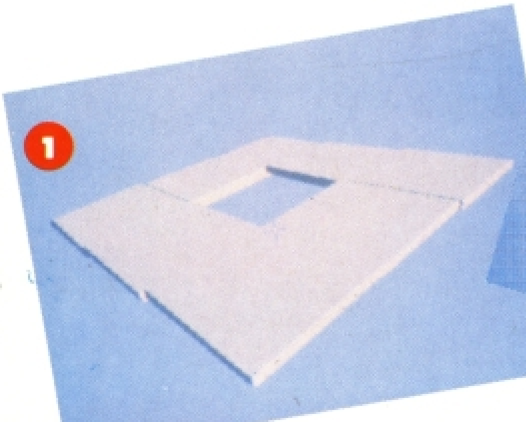
First of all I put together the main body of my steed, made from two blocks joined together, one placed above the other.



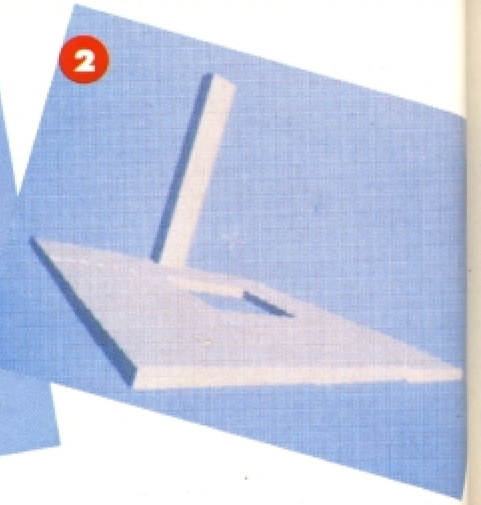
Next I stretched a pyramid. I want m thoroughbred to look beautifully stre lined, so now I'm ready to give my h a lovely slender neck...

NORRIS McWHIRTER (62) - *Co-presenter of BBC's Record Breakers and Chairman of The Conservative Family Association.*

I'm very interested in 'amazing' facts. Indeed, I'm so fascinated by them that as well as my television appearances with Roy Castle, I'm in charge of a yearly publication called *The Guinness Book Of Records*. I'm also a firm believer in the re-instatement of capital punishment, so you can imagine my delight when I was able to design my very own gallows - and view them from any angle. *3D Construction Kit* has to be a record breaker in anybody's book.



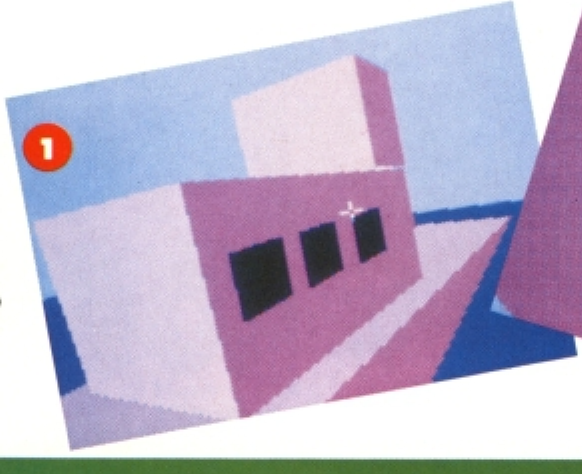
First of all I created the main platform, made up of eight flattened blocks - with a hole in the middle just about large enough to drop a dining-table through.



Next I worked on the upright bar. Th had to be strong. (I didn't want any criminals to get away with their lives simply because they were grossly ob

DAVID ICKE (36) - *Former Coventry Goalkeeper, Snooker Commentator, Green Party Chairman and Son Of God.*

After being visited by God, I became mildly intererested in Domark's *3D Construction Kit*, as I thought it would give me an ideal chance to show you earthlings a pseudo-3D representation of dimensions beyond your own. Dimensions you can all witness if you allow ourselves the freedom of will to do so. If everybody in the world could stand in a giant circle, wearing purple trousers, holding hands and... (*Cont. in the 12th Dimension. Ed.*)



Via the user-friendly interface, I first created a vehicle to carry us on our journey. A New-Age Ark. A Purple Love Ship. Join me. Kiss my legs. *(Uh-oh. Ed).*



Here we are in the world of the Godhead, where big is small and sma is big. Where Yin is Yang and Yang is Yin. Where everything is purple.

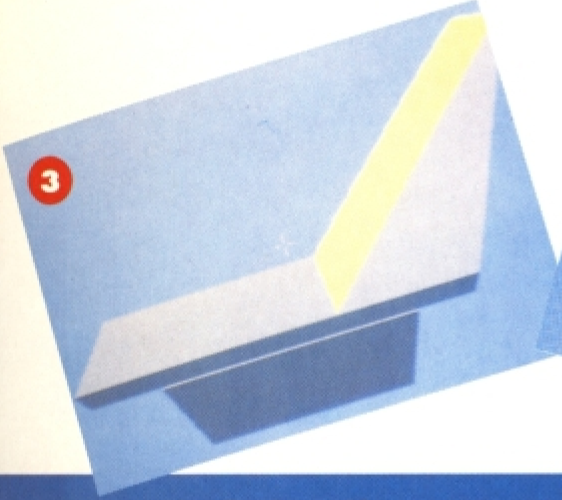
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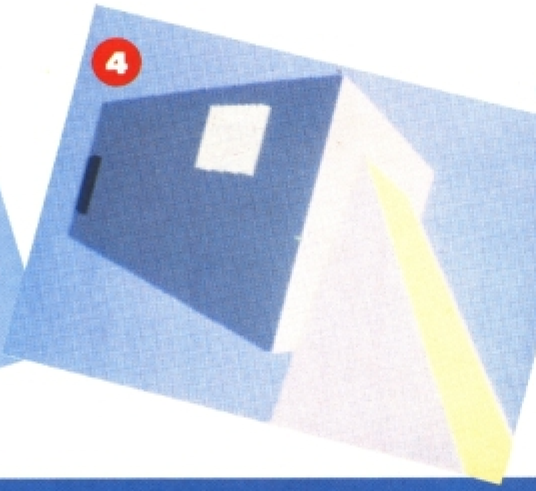
IONAL ARK... AND MUCH MORE!!

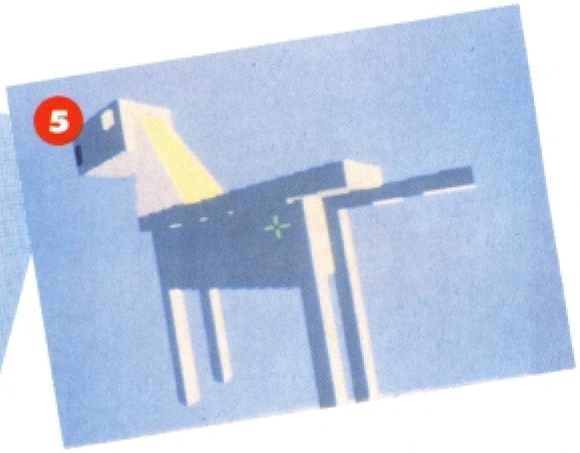
We at ZERO were so taken by Domark's *3D Construction Kit* advert that we decided to present our review in the same style. (Although it's not really a game, but more like a utility package combining 3D graphics with a bit of animation.)

As anyone who's read the advert will tell you, it's also possible to create your 'very own complete Freescape Adventures' – so there is 'more besides'. It's a very expensive 'more besides' though, as the Amiga version weighs in at a hefty 50 quid. Take it away Jean Claude...









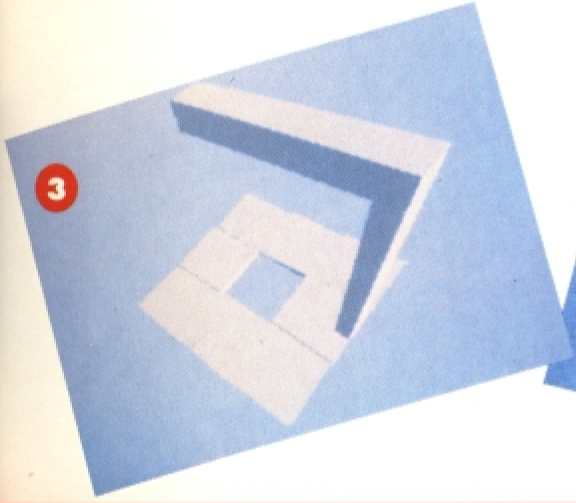
id. I want my
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... Complete with a flowing golden mane (which will billow in the wind like a satin veil as she sails past the winning post).

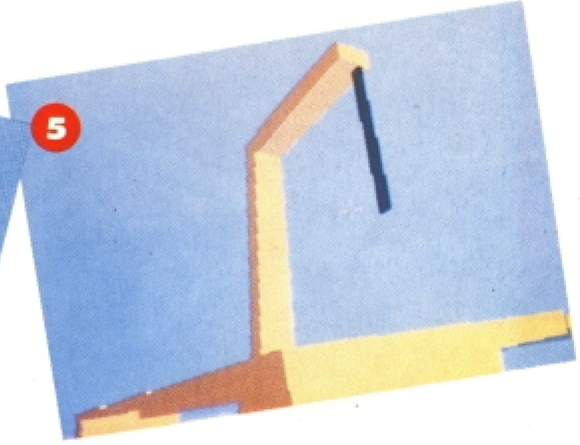
Adding the head was easy. I even made some little eyes and nostrils for her – they only took nine hours to complete.

Then onto the really important parts. The legs and tail. Having stretched four blocks I was there. Yup, this is my race-winning dream thoroughbred alright.









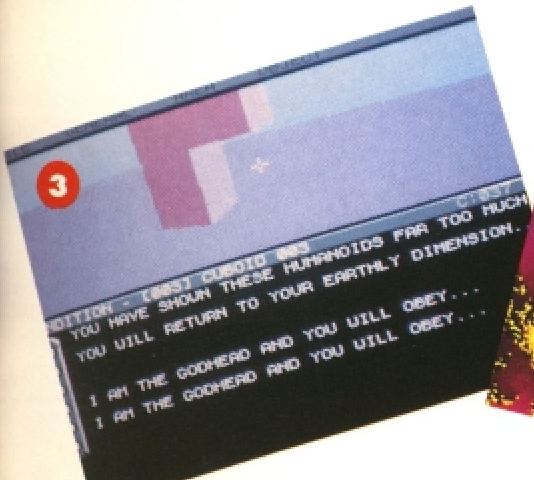
right bar. This
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e grossly obe

Then it was time for the all important cross-bar, which, like the upright bar, had to be able to take a lot of weight – not just once, but several times a day.

A gallows wouldn't be a gallows without four sturdy supports at the base. The handy pull-down menus helped me make short work of these.

And finally... the rope. Now I can string 'em up in style. And it's all thanks to Incentive. I wouldn't have believed it possible. But it is!







of the
hall and small
and Yang is
purple.

Wait... Wait... I'm getting a message from the Godhead. Oh. Apparently I'm showing you too much and we must return to earth immediately.

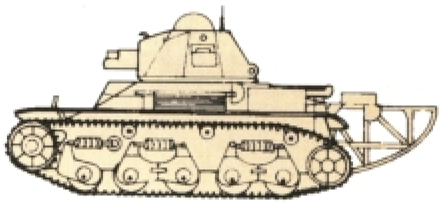
There are flashing lights inside my head. I must kill a virgin at dawn and pour her blood onto a tree-stump! *(That's enough of that. Ed).*

So there you have it. You can recreate any Freescape game with this package, create one of your own, or simply doodle about - using it as a 3D art program. You'll know immediately if this is your cup of tea and you'll know immediately if it's not, so we're not even going to give it a score at all. Maybe David Icke should have the last word instead: "The cyclic nature of the universe demands that we should all don purple trousers and..." ***(Oh shut up.Ed)***

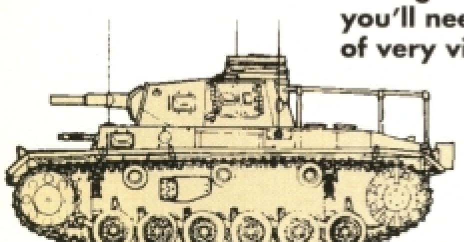
WHAT'S WHAT

TITLE	3D Construction Kit
PUBLISHER	Domark
FORMAT	Amiga and PC/ST
PRICE	£49.99/£39.99
RELEASED	Out Now

WARZONE



The machine-gun and grenade-launcher gave away the identity of the game: *Warzone*. The pocket edition of Debrett's *Peers Of The Realm* gave away the reviewer: *Lord Paul Lakin*. And that half-finished apple meant it must be from Core.



War; open armed conflict between two or more parties, nations or states (ie a lot of people running around killing each other).

Zone; a region, area, or section characterised by some distinctive feature or quality (ie a lot of people running around killing each other).

So a 'Warzone' is an area where people run around killing each other. Sounds great – just like the ZERO office! This particular *Warzone* is set in 1999, and your country is in a right royal mess. Not in the sort of 'high interest rates/crap Test Team' sort of mess but in the 'being invaded by an awful lot of people' sort of mess. To deal with this little problem you (and a chum if you're in that 'games-players do have friends, honest' two player mode) have been assigned to lead a strike unit into the captured zone to wreak revenge on the evil invaders. However, the rest of your team have gone and got themselves killed, leaving you and your optional chum to run away... sorry, to carry on the fight alone (or together – these two player games can get jolly confusing at times).

To get to the end of *Warzone* you'll need to complete eight levels of very violent mayhem. Enemies vary from the 'fall over if you sneeze on them' poofters to the 'hard as nails and protected by concrete bunkers' brand of mutha. As if that wasn't enough there are also tanks, helicopters and even armoured trains to take out along the way. Thankfully, there's the usual batch of super weapons, power-ups and woefully inadequate first aid kits to help you in your struggle against instant death.

Death; the permanent end of all functions of life in an organism or some of its cellular components.

WHAT'S WHAT	
TITLE	Warzone
PUBLISHER	Core
FORMAT	ST/Amiga
PRICE	£20.99
RELEASED	Out now

AMIGA

Paul: Most reviews these days seem to include the phrase "Basically, what we have here is a... " Normally this is in the conclusion, but to save you from undue stress we'll get it out of the way here and now. Basically what we have here is an arcadey shoot 'em up very much in the style of *Commando* and *Ikari Warriors*. It's all been updated and state of the art-ified but you'll have seen it all before. There are two ways of looking at this. The first way: 'What a blinkin' waste of time. If I want to play a game like this I can get *Ikari Warriors* on a compilation. Come on Core – we want one of your wacky original games.' The second way: 'What a flippin' excellent game. These arcade shoot 'em ups are the bread and butter of computer games. They're addictive, playable and above all fun, fun, fun. *Warzone* is a lot better than a lot of arcade conversions – in fact it's better than a lot of arcade games. I love it.'

So, in the words of the Milltown Brothers: "Which way should I jump?" Okay, so at first I thought "hmmmm..." Then I started playing it and that made



all the difference. The scrolling, animation and colour are all of a high standard, but it's the play that wins the day (in a rhyming sort of way). This is particularly true of the two player version, but even for one player the action is tough and just keeps on going. There is a slight problem with the scrolling – you can be shot by things that aren't in view – but hell, who said war was fair anyway?

Basically, what we have here... hell, I've already said that! Unbasically *Warzone* is an excellent arcadey shoot 'em up. It may not win many converts amongst hardened adventurers or flight sim buffs, but then that's not what it's set out to do. For those who like to vent their spleen on a high speed shoot 'em up this is a treat in store.



In the thick of the action Sergeant Lakin rushed forward to knock out the pigeon coop while Captain Wilson took a pot shot at the vacuum cleaner...

GRAPHICS 85	ADDICTIVENESS 88	OVERALL 88	STOP
SOUND 84	EXECUTION 86		

review

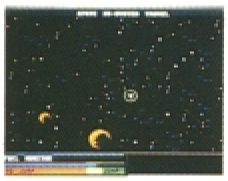
MEGATRAVELLER 1
THE ZHODANI CONSPIRACY



TRAVEL GUIDE

1. The members of your party – only five minutes gone and you're already three men down.
2. You! Unless the party splits, one icon represents a whole group.
3. This is just to remind you that purpley is the leader, so everything's his fault.
4. At least one hospital has survived the attentions of the evil Wal-De Grave.
5. A few control icons to... er, control your icon.

Empire's *Megatraveller 1* is a role-playing game adapted from a popular board game. Sadly, *Lord Paul Lakin* was the slowest out of the office door, so he had to review it.



***Megatraveller* starts peacefully enough, with you sitting in a bar having a few drinks. From then on you're plunged into a vast world of danger, mystery and, above all, complication. Why complication? Because this is a vast role-playing strategy game – the sort loved and loathed in equal measure by different people. The scope of the game is immense. There are numerous worlds to explore and solar systems to navigate. Your quest is to locate the rebel Konrad Kiefer and foil his conspiracy with the evil Zhodanis.**

Obviously, as a role-player, the game starts with a bit of character-creation. However, rather than just generating a few random characteristics, the character-creation section charts each character's military career. This adds some interest and individuality to the characters. It can also add to the frustration, since a character can die right at the end of the generation sequence. Ah well, back to the drawing board. Assuming all your characters actually survive the creation process, it's time to wander and wonder – wander the streets and star systems and wonder just where the hell you are and where you're supposed to be going.

***Megatraveller* is a point and click style of game – mainly icon-controlled. But for shooting, walking, flying and the like, you use a cursor to point to where you want to shoot, walk or lob a grenade. However, on-screen action is not a main component of the game. This is a game of strategy, negotiation and even navigation. You'll be too busy thinking and plotting to worry about looking at pretty pictures.**

WHAT'S WHAT

TITLE	Megatraveller 1: The Zhodani Conspiracy
PUBLISHER	Empire
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	Out now

AMIGA

Paul: To be honest, I have very mixed feelings about role-playing games. Half of me thinks "Oh dear, another yawn-filled afternoon ahead of me – where did I leave the Pro Plus?" But I always have a sneaking suspicion that this time I'm going to enjoy it. The idea of a really engrossing RPG rather appeals – though I'd never confess that in the office, of course.

Megatraveller is not, however, the sort of game to appeal to the uncommitted. It's a careful and serious conversion of an immensley popular board game. Perhaps it's a little too careful and serious for its own good. A lot of attention has been paid to getting in all the rules and scenario, but this has been acheived at the price of atmosphere. It lacks any real hooks to draw you into it. The game gets better as it progresses, but there's little incentive to persevere that far.

For the non-comitted the graphics will probably be too basic (particularly in space), while the sound effects are almost comical. Worse still, the combat system is irritating in the extreme. Fighting isn't so much exciting as frustrating.

HASSLE FACTOR: 2
Only two disks but some long updates.

There's also a hell of a long loading wait between screens. The most farcical example of this was when I wandered into a space ship and unthinkingly clicked on 'Land'. Okay, so this was stupid since the ship was on land at the time. However, the screen went blank, accompanied by a lot of whirring and clanking. Some minutes later the screen came back with me next to the space ship. A lot of waiting around for nothing.

All this will matter little to people whose idea of combat is rolling dice and consulting logarithm tables. Which is why reviewing RPG games becomes almost pointless. Fans of the genre, particularly fans of the boardgame, will probably buy *Megatraveller* and be fairly satisfied with it. Those who regard RPG players as boring hippies who haven't grown up will see this as confirmation of their fears. A lot of scope but little charisma – definitely one for the dedicated specialist. STOP

GRAPHICS	80	ADDICTIVENESS	80
SOUND	75	EXECUTION	82

OVERALL 80

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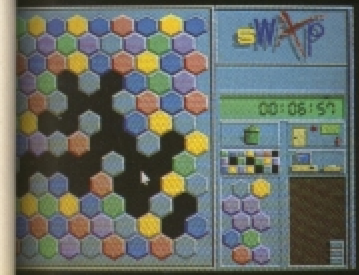
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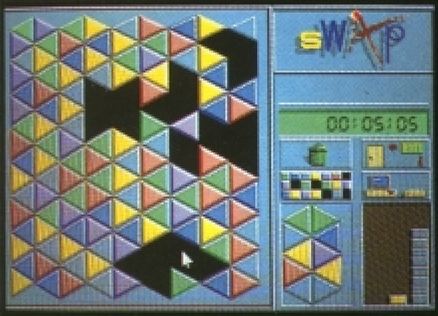
STOP

OVERALL 80

Is your brain big enough for SWAP







TAKE THE SWAP TEST – HOW BIG IS YOUR BRAIN?

1. What is the next number in the sequence:
   2, 3, 5, 9, 17, 33, ?

2. Complete the next figure:

A	3	F	27	?
1	C	9	J	?

3. Insert the same three letters to make five words:
   F / SH / L / D / FR } _ _ _

4. Insert the shapes that complete the box:

■	▲	●	▮	=	18
▲	▲	▲	▮	=	19
■	▮	▮	▮	=	23
■	●	?	?	=	15

5. Supply the missing number:
   (2 / 15 / 10, 3) (3 / 9 / 9, 3) (7 / 10 / 7, 10) (3 / 8 / 12, 2) (4 / 20 / 8, ?)

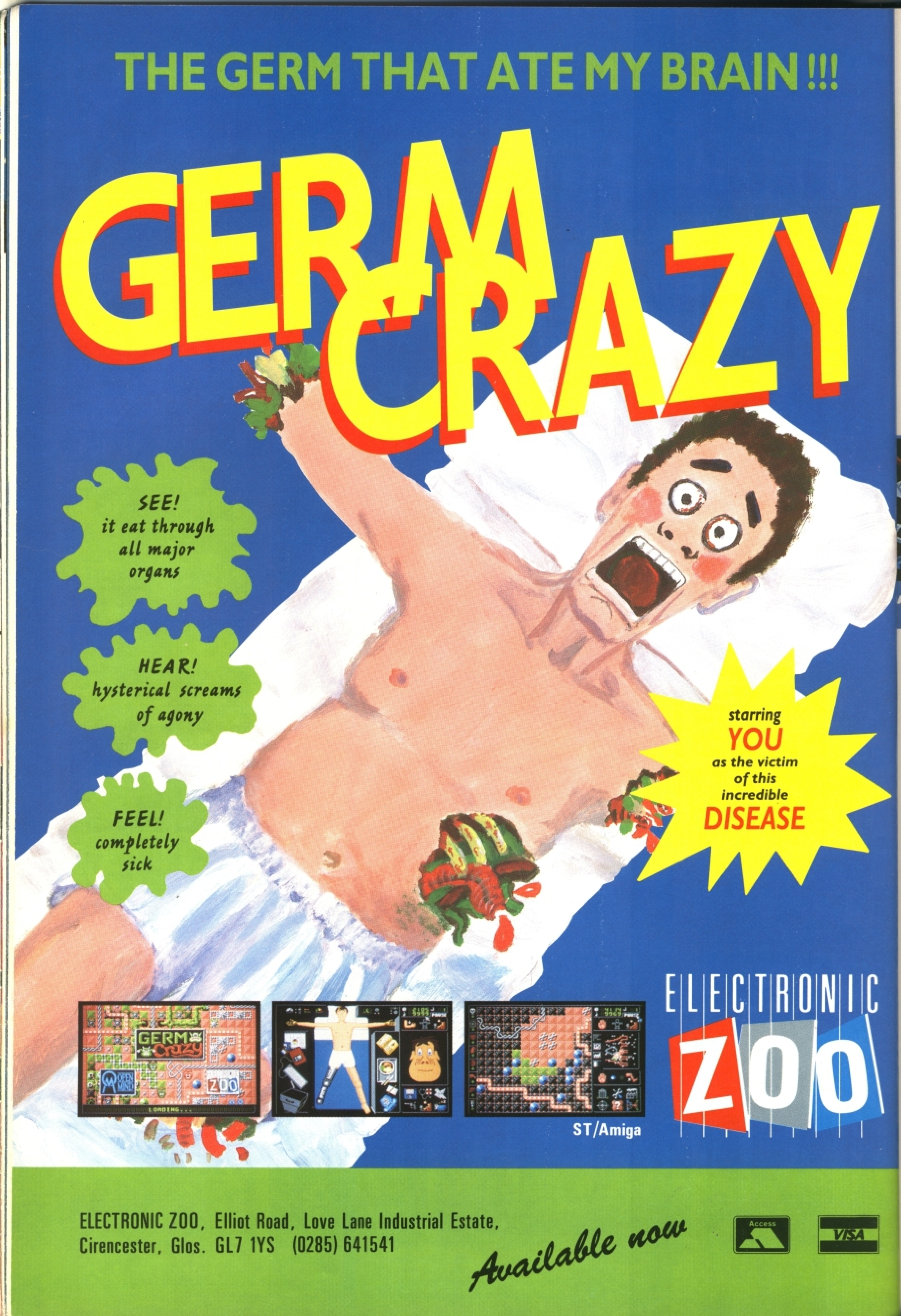
IS YOUR BRAIN BIG ENOUGH FOR SWAP?
Are you a budding **Einstein,** or are you only good at lifting **heavy things?**
Find out – test your **brain-power** with SWAP, a compulsive puzzle game that requires **thought, planning and concentration.**
Presented with a board of **coloured tiles** you must swap pairs around to create clusters of the same colour which then **vanish,** the final aim is to **clear the board completely.**
No problem... are you **sure** you should have made that move?
SWAP also features:
- Three **different tile shapes,** different **sizes** and six different **colours** so you can **customise** the level of difficulty.
- Full competition mode, with **hi-score** table.
- Extra game features – debits for **stupid** moves, "avalanche" facility and supplementary tiles for when your **brain-power** begins to flag.

HOW YOU SCORED
0-1. Your brain-power is severely **under-utilised. Buy SWAP** and get some much needed **practice** in.
2-3. Pretty good. **Buy SWAP** – A few sessions of **brain-pulsing** action could radically **re-model** your cranial capabilities.
4. Wow! Your mind is definitely **kickin'!** Buy **SWAP** and your already **huge brain** will soon be **spilling out** of your ears!
5. Cheat! You **can't possibly** have a brain **that** big, **buy SWAP** and check.

ANSWERS
1. 65 2. 81 / O 3. AME 4. ▲▲ 5. 10

ST·AMIGA·PC

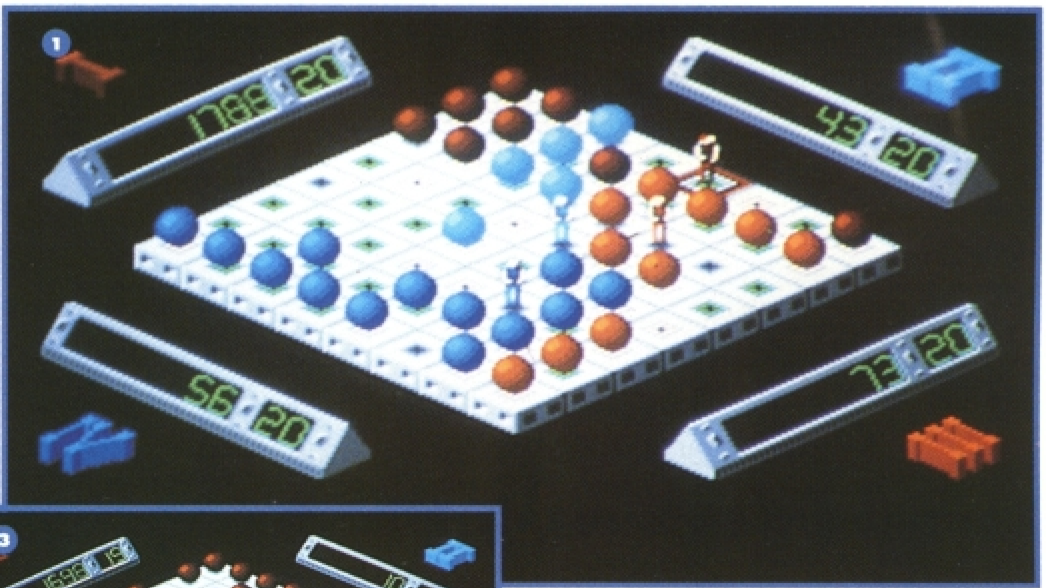
PALACE

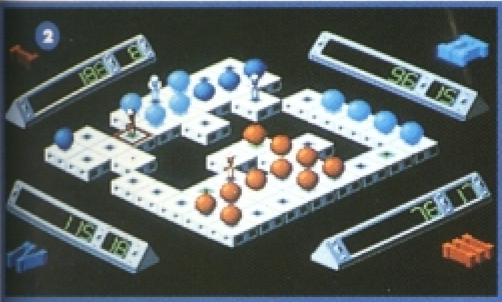


THE GERM THAT ATE MY BRAIN !!!
GERM CRAZY
SEE! it eat through all major organs
HEAR! hysterical screams of agony
FEEL! completely sick
starring YOU as the victim of this incredible DISEASE
ELECTRONIC ZOO
ST/Amiga
ELECTRONIC ZOO, Elliot Road, Love Lane Industrial Estate, Cirencester, Glos. GL7 1YS (0285) 641541
Available now
Access
VISA

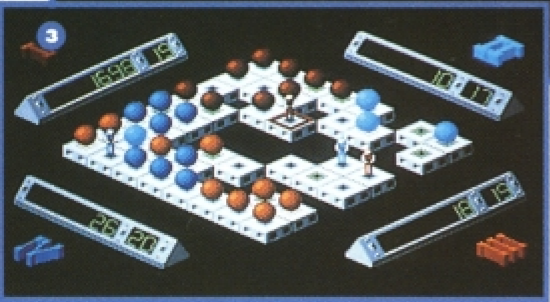
THE BALL GAME

Being slightly posh, *Lord Paul Lakin* assumed that *The Ball Game* must be about cricket. Electronic Zoo soon put him right, but not before he'd spent eighty quid on a new cricket bat.

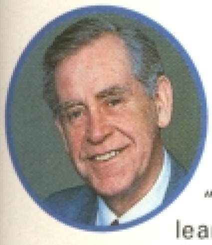




A harder level – no dark reds in sight!



I've got 11 balls and you haven't!



Yet again ZERO gives you a new cliché to replace the old favourites of yesteryear. Remember the old "An easy game to learn but a difficult one to master"? Well, its time has passed – here comes "An easy game to play but a pain in the frontal lobotomy to explain." That's *The Ball Game* for you. In fact, trying to explain this sort of game is a heck of a lot harder than doing battle with Magnus Magnusson. So without further ado, let's move into the black chair and have two minutes on our chosen subject: The Rules And Scoring Of *The Ball Game*.

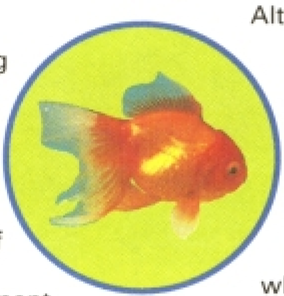
What is the maximum number of players who can take part in *The Ball Game*?
Four.
What is the design of the board?
Square at the easier levels with an increasing number of gaps higher up.
What are the two types of move open to you?
A step of one square or a jump of two.
How do you place a ball on a square?
You take a step, leaving a ball of your colour on the square you've just left.
What happens if you jump?
You don't leave a ball behind, but any balls surrounding the area you land on will be changed to your colour.
Is there any other way of moving?
No.
Wrong. You can teleport.
Damn... sorry.
What is the disadvantage of teleporting?
Oh dear... oh, I know it... ah... pass.
What are the two systems of scoring in *The Ball Game*?
Oh blimey... um... ah... well, during a game you get points every time you place a ball or change an opponent's ball to your colour. This is the running total and at the end of the game the highest score wins. However, at the end of each round (or board) the points you have on the board at that moment are added up. The highest score wins the round and gains an extra teleport.
When does the game end?
When the players have used up all their teleports.
What colour is the... (PARP, PARP)... I've started so I'll finish. What colour is the flag of the Maldive Islands?
Oh, that's easy – red, green and white.
At the end of that round you scored a total of 8 points. You passed on one. The disadvantage of teleporting is that if you teleport to an occupied square you die. Thank you, good evening and Gød Bless Iceland.

WHAT'S WHAT

TITLE	The Ball Game
PUBLISHER	Electronic Zoo
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	End of May

AMIGA

Paul: Falling somewhere between *Battle Chess* and *Othello, The Ball Game* manages to be both mind-boggling and fun. Unusually for such a mind-game it is also very nice to look at. The little figures who serve as playing pieces move smoothly and have an anxious look around while preparing for the next move. Even the sound effects are quite appealing. In fact, after a few minutes I was beginning to wonder if this really was a puzzle game. Surely it was some sort of surreal shoot 'em up? It was during my eight hour wait for one of my computer opponents to move when I realised that a puzzle it certainly is. The simplicity of the rules is not matched by simple strategy. At the highest difficulty setting the computer is as patient as Kasporov while deciding on its next move. (If you've got the attention span of an amnesiac goldfish in warm water you can choose the easy level where things move apace.)



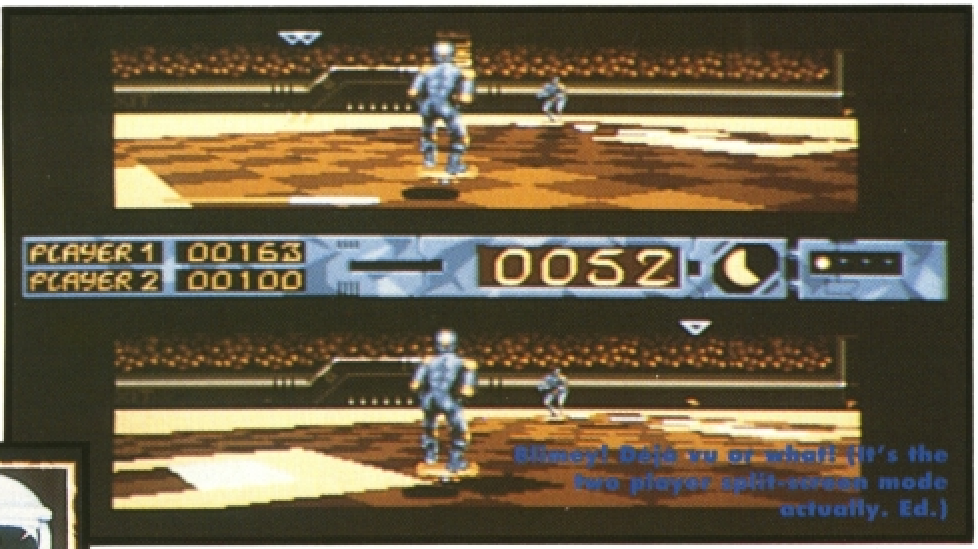
Although it's at its best when you've got more than one human player, *The Ball Game* is an addictive little number even as a one player game. The only real disappoint-ment is actually winning. The game sort of peters out when everyone but the last player has run out of lives and (provided you're as skill as me) the high score table appears. "Is that it?" I thought. Where's the fanfare? Where's the list of winners, losers and also-rans?

That apart, the game is simple and complicated in the right measures and in the right places. One of the best and most addictive games of this ilk that I've played and a whole lot more imaginative and exciting than its title.

GRAPHICS	85	ADDICTIVENESS	86	OVERALL 86
SOUND	82	EXECUTION	87	

STORMBALL

***Duncan MacDonald* once kept dry during a cloudburst by cutting a football in half and using it as a rainhat. This made him the ideal person to review *Stormball* from Millenium.**



Blimey! Deja vu or what! (It's the two player split-screen mode actually. Ed.)



What's all this Stormball lark about then? Well, it's a bit like ice-hockey really, with goals and a puck which bounces off the pitch boundaries (or invisible force fields in this case). Then again Stormball isn't like ice-hockey because a) there are only two players, b) the pitches come in loads of different shapes made up of patchwork quite like 'tiles' and c) the participants ride on hover-boards. Oh, and d) the ball isn't called a puck, it's called a 'shuttle'.

The opening screen allows you to practice against a crap droid (easy), take on one of the many computer-controlled opponents (impossible) or, if you prefer, go head to head against a friend in horizontal split-screen mode. So much for the options situation, then. But how's the game played?

Well, once you've chosen a pitch (there are heaps) you get a viewed from above 'rotating sequence' where you can see exactly where the goals (yellow tiles) and hazards (various other coloured tiles) lie. The beige hazard tile will bounce the shuttle off in the good old 'angle of incidence equals the angle of reflection' style – just like the boundary walls do. This is good news if you're canny with a shot but very bad news if you're not, as it's possible to bounce directly back onto your own goal tile (or tiles – there are normally more than one). There are other hazards too: score-reducers (grey tiles), ramps (black tiles) and many more besides. But as well as the hazard tiles, there are (as you'd expect) bonus tiles, from 'score-enhancers' to 'glue your opponent to the spot' to... well, etc etc. Get the picture? Sort of Speedball-ish, but from a first person perspective.

WHAT'S WHAT

TITLE	Stormball
PUBLISHER	Millenium
FORMAT	ST and Amiga/PC
PRICE	£24.99/£29.99
RELEASED	Out Now



Uh-oh, time for 'pulling the chain' lessons from the ref. (What a pervy).

AMIGA

Dunc: First impressions often count, and I'll tell you my very first impression of *Stormball* – *Masterblazer* in different clothes. And it would be, but for one important difference – *Stormball* isn't crap. But it's not perfect either, and I'll get straight in with my main criticism.

Because you're playing from a first person perspective (i.e. near the ground), the horizon is foreshortened (like in golf games). This means that, although you get a run-through of the pitch from above in each pre-match intro sequence, it doesn't take long in the actual game before you're a bit lost and don't really know what exactly it is you're aiming at – or how far away it is. Whack a 45° diagonal ball towards your opponent's left hand boundary for a 'cunning bounce-off' into his supposedly guarded goal area and you suddenly think "Eh? Why hasn't it bounced yet?". The reason is that it hasn't reached the boundary – it's still en-route, because the boundary is a bit further away than it looks. This can be very off-putting when you're on a really complicated pitch with



loads of hazards and 'sticky-out bits'.

I must emphasize that this isn't one of those 'instantly playable' games. Once you actually get to know a pitch things start to shape up, but it can take ages, and it's still easy to get totally disorientated after a bit of a rally. "What a goal!" you may scream, only to find that you've bounced the shuttle into one of your own goal areas. (Maybe the inclusion of an overhead map would have made all the difference.

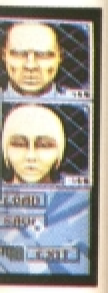
On the plus side, *Stormball* is fast and furious. In two player mode it's excellent – really competitive stuff, guaranteed to turn the closest of friends into the worst of enemies within minutes. But on the down side is the feeling of disorientation and confusion at times, regarding your exact position. I think it's one of those games you'll either love or loathe. Against a mate it's great, because you both have the same disadvantages. But as a standalone? I'm not so sure. STOP

GRAPHICS	80	ADDICTIVENESS	85
SOUND	89	EXECUTION	85

OVERALL 84

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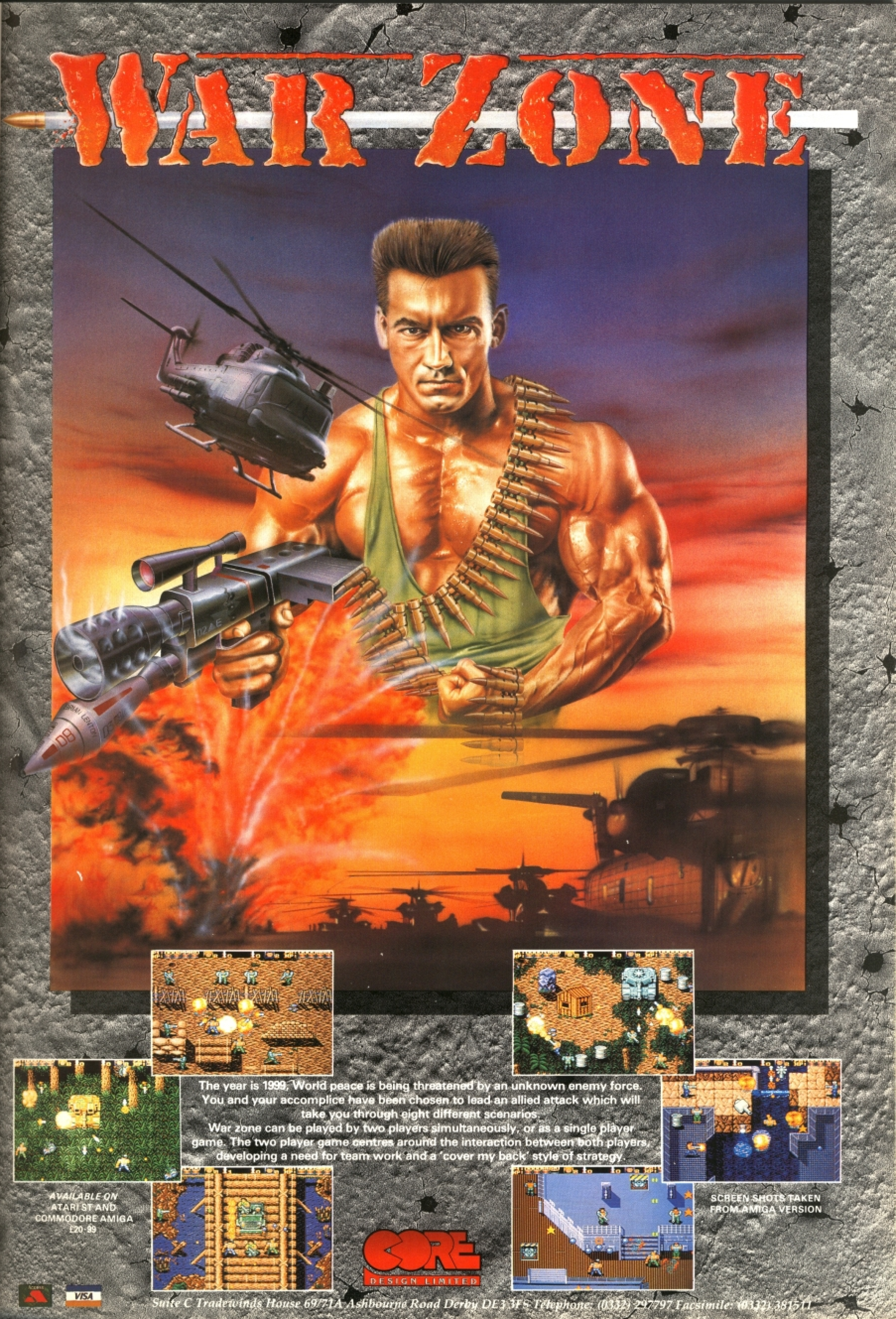
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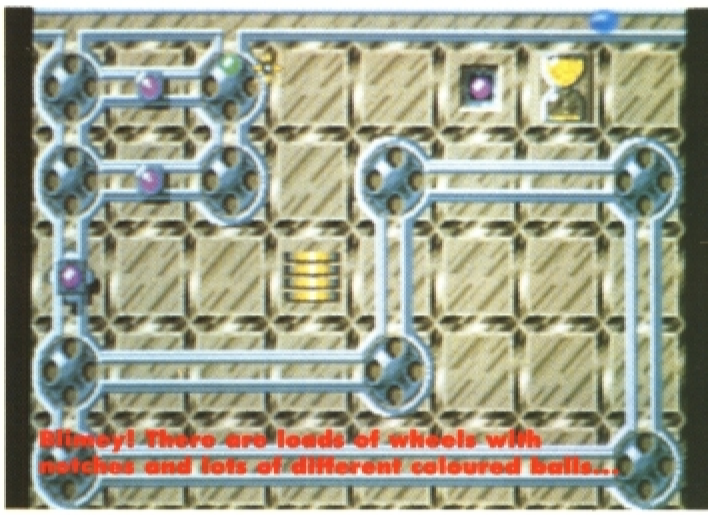
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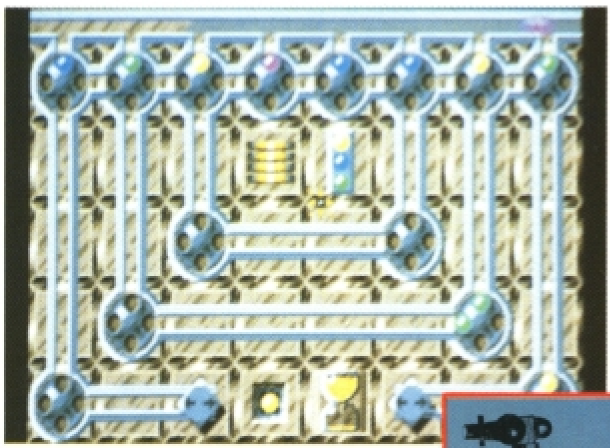
LOGICAL

A quick IQ test for you. Place a four letter word between the brackets which also completes the words on either side. BEAR(——)PEARL* You have five minutes to complete the puzzle. If you can't be bothered, join resident thicky *Duncan MacDonald* as he grapples with a different problem – Rainbow Arts' brain-blending new game, *Logical*. *Answer at bottom of page.



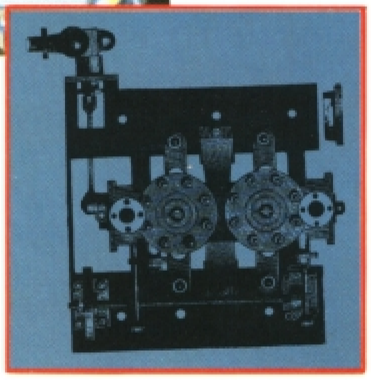
Blimey! There are loads of wheels with notches and lots of different coloured balls...

L*ogical* is one of 'those' games. You know... like *Tetris* or something – the rules are dead simple and the whole affair takes a couple of minutes to learn. But to master? It depends on how stupid you are really, doesn't it. Here's how the game plays. You control (quote): "rotatable four-hole receptacles" – if you've looked at the screenshots you'll realise this means 'wheels with notches in them'. There are coloured marbles too, in red, yellow, green and blue. Out they pop, one by one, onto the bar at the top of the screen... rolling back and forth between the left and right sides of the screen until either you run out of time or the marble drops into a vacant 'notch'.

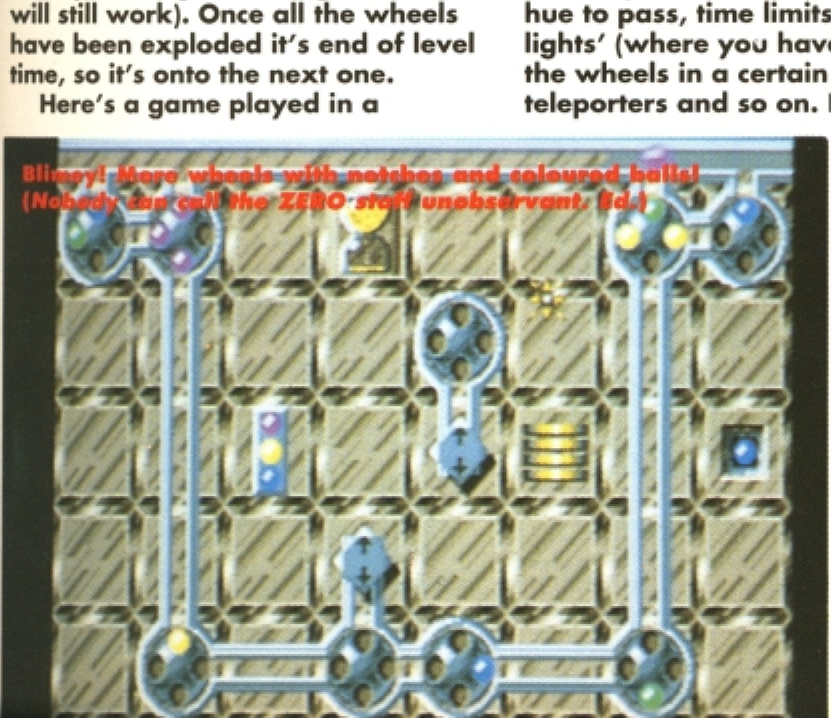


Once you've caught one in a notch, you can then rotate the wheel and send the tiny sphere to another wheel via the many interlinking 'tubeways' present. Mind you, as you're doing this with one part of your brain, the other part (if you have one) will be puzzling out where to place the new marble (of a different colour) that's just appeared at the top of the screen. The idea is to fill a wheel's four notches with marbles of matching colours, whereupon the wheel will explode (it'll end up looking a bit fringed, but will still work). Once all the wheels have been exploded it's end of level time, so it's onto the next one.

Here's a game played in a fictitious, ideal world where everything is simple and there's just the one wheel. Let's call it the Nirvana level. Ball one pops out. It's green. It drops into the only notch available and you rotate the wheel. Ball two is also green and plops into notch two. Rotate the wheel to take ball three (also green) and then again for the final (gasp) green ball. The wheel explodes and the level is over. But of course life's not like that, is it? Neither is *Logical*.



As well as different coloured balls arriving on your doorstep, there are also traps and things, especially on the later levels. There are 'one way' signs on the tubeways, blockers that will only allow a ball of a particular hue to pass, time limits, 'traffic lights' (where you have to explode the wheels in a certain colour order), teleporters and so on. If you ever complete the final level you'll be given access to a *Logical* Construction Kit, where you can make your own puzzles. But you'll probably have had quite enough of them by that time.



Blimey! More wheels with notches and coloured balls! (Nobody can call the ZERO staff unobservant. Ed.)

Dunc: These types of games always worry me. I always think that someone like Boris Spassky is going to walk into the room and watch over my shoulder, making little "tut tut" noises as I fluff up with a stupid move – I'm crap, basically. And as far as I'm concerned you can take your *Klax*, *Loopz* and *Pipemanias* and stick them where the sun don't shine (and I'm not talking about Hull). However, while 'hating' the genre, I quite understand the attraction – its pure and unadulterated addictiveness. Just-one-more-quick-go-itis. I experienced this exact feeling with *Tetris* (and still do as it happens, but I'm good at *Tetris,* so it's different). But back to *Logical*. Er... well, the nearest thing to it in the puzzle genre, feel-wise, is *Pipemania*, although it's not very easy to explain why (we're talking abstract concepts here). But yes, *Logical* is a right old corker, no doubt about it. The first few levels are a cinch but then you slowly get that sinking feeling. And it's certainly original too. If logicky think 'em ups are your bag, here's another one for you. A veritable goody. STOP

GRAPHICS	85	ADDICTIVENESS	90	OVERALL 90
SOUND	85	EXECUTION	90	

WHAT'S WHAT

TITLE	Logical
PUBLISHER	Rainbow Arts
FORMAT	ST/Amiga/PC
PRICE	£19.99
RELEASED	Out Now

*The answer to the IQ Problem is TENT

UNDER WRAPS

GRAND P

When *David Wilson* got his marching orders to visit Microids he took no chances. Filling his bag with his trusty notepad, camera, biro and an industrial size tube of 'Preparation H' he set off to see how *Grand Prix 500 2* was progressing towards it's release in the UK. So who are these Microids chappies?

Well... the company was set up in 1985 and is based in the suburbs of Paris. As well as writing games, it also codes professional simulations for companies like the French car manufacturer Renault. Not surprisingly then, its biggest success to date is a motorbike racing sim – *Grand Prix 500,* which sold over 150,000 units worldwide and was marketed in this country by Activision (and in the US by Bröderbund under the title *Superbike Challenge*). It released *Super Ski Challenge* in 1988 and the company has also worked on various licences for other publishers, including 8-bit conversions of Bröderbund's *Prince Of Persia* and *Wings Of Fury.*



WHAT'S THE PALACE CONNECTION?

Well... now Microids' games are to be marketed in the UK by Palace Software. The idea is that the games won't be exactly the same as their French counterparts. As you probably know, French games tend to be a bit weird, so the Palace team will be advising and tweaking titles to make them appeal more to the English palate. Hopefully this'll lead to more exciting UK versions, rather than the loss of things like animals 'performing' and joystick-waggling rude sub-games etc.

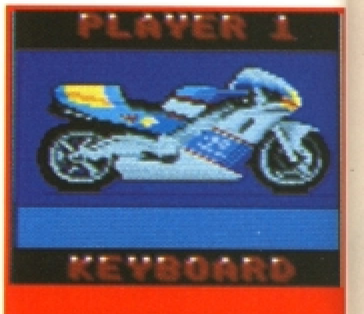


Microids sitting on the fence.

WHAT'S *GRAND PRIX 500 2* ALL ABART, THEN?

As I've said, *Grand Prix 500* is a game that's caused quite a stir in France. Now there's a sequel in the offing – the imaginatively titled *Grand Prix 500 2.* It's a split-screen motor cycle Grand Prix game based upon 500cc machines. In one player mode, you'll get to race several computer opponents. You control your bike in the lower part of the screen, whilst having a choice of options on the upper screen. You can choose to see a camera-view behind any of the other racers or indeed behind your own machine (handy for watching other bikers trying to pass you, or even for looking at your own bottom if you're so inclined), or you can opt for an overhead view of the track (a map, in short). For a two player game, of course, you'll each get to use half of the screen.

Once you've decided on the number of players, you get to choose your bike. There will be four models available, each possessing different characteristics. You also get to choose a circuit from the 12 real-life tracks on offer, and whether or not you want to practice, have one race or enter a championship. Choose a race and you'll have a further option of automatic qualification (okay, so you qualify, but you're last on the grid) or riding a qualifying lap. Then you're into the race proper.



Got yer bike...?

As you'd expect from a company who also make professional driving simulations, the racing model will be an accurate representation, with your bike sliding into curves as you lean and accelerate. The graphics are colourful with little animated routines for collisions with other riders, where you both fall from your mount in a nicely choreographed tumble.

Although the game has already gone on sale in French software shops, Palace tell me that some major tweaking of the



In one player mode, with a map of Silverstone overhead, Wilson puts in a rather crap performance on his qualifying lap.

WHAT'S WHAT

TITLE	Grand Prix 500 2
PUBLISHER	Palace/Microids
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	September

PRIX 500 2*

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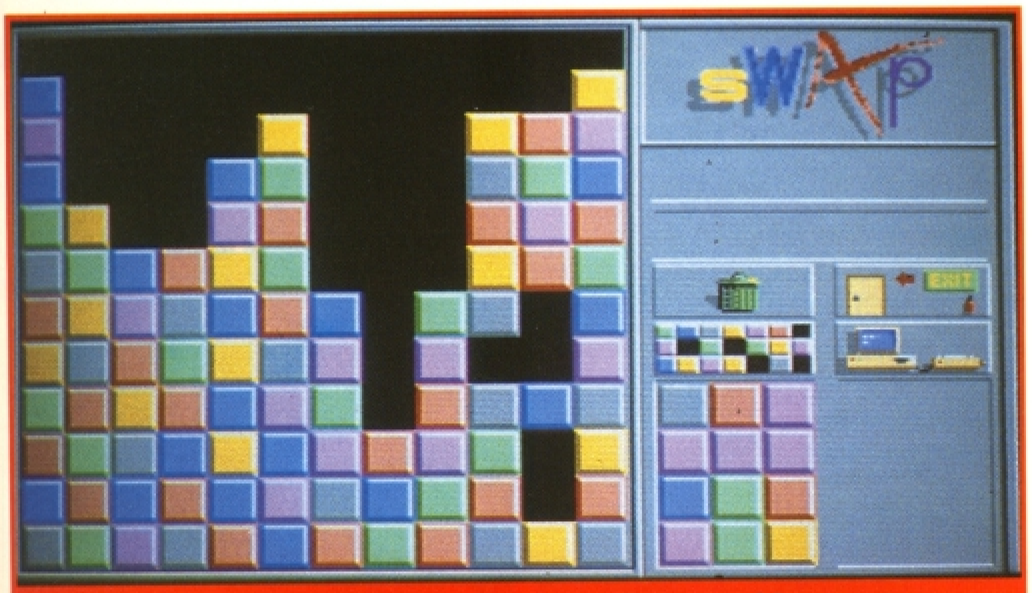
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Turn the tiles so that the same colours are adjacent and hey presto – they disappear leaving a gaping hole. That's what *Swap's* all about.

gameplay could be in store to make it more attractive to the British market. In the existing game, for example, there's no manual gear-change, but the plan is



... Then let's make tracks!

to add this option to the UK version.

Other changes in store include the exaggeration of upward and downward slopes on the tracks (or 'uppies and downies' as we professional motorcyclists call them). Although Microids have already coded these into the riding model for the French game, the 'big dipper' effect wasn't that obvious in terms of the graphics. This aspect will be exagerated for the UK version to make the uppies and downies more evident. If all goes according to plan, maybe *GP 500 2* could shape up as the *Lotus Turbo Esprit* of head to head motorbike racing. Well, there's only one way to find out, isn't there chums? Yep – stay tuned to ZERO for the definitive complete review, of course (hem hem).

WHAT'S WHAT

TITLE	Swap/Sliders
PUBLISHER	Palace/Microids
FORMAT	ST/Amiga/PC
PRICE	£25.99
RELEASED	June/July

***Palace have yet to decide if this will be the UK title.**

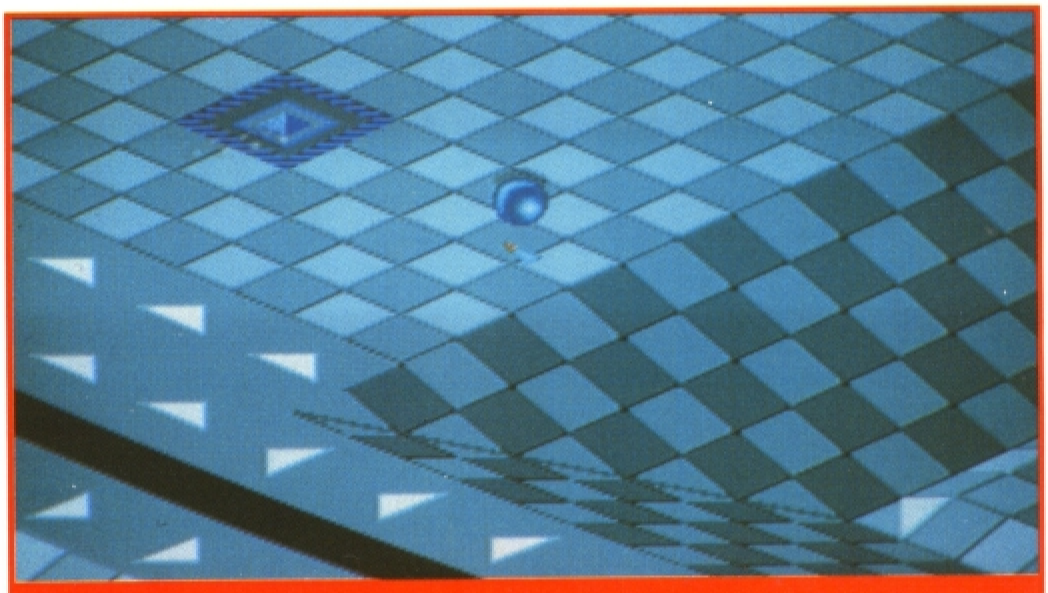
WHAT ELSE HAS MICROIDS GOT IN THE PIPELINE?

As previewed in our June issue, Palace will also shortly be releasing two other Microids titles – *Swap* and *Sliders*. *Swap* is a simply-presented but sort of nail-bitingly addictive puzzler that owes much to *Tetris*. Presented with a screenful of coloured tiles, you get to er... swop pairs of them around. By placing the same colours next to each other they'll all disappear. If you choose the 'avalanche' option, all the remaining pieces can tumble to the bottom of the screen to further assist you in the demolition process. There are squillions of options to enable you to alter the difficulty level, including changing the tile shapes to triangles, squares or hexagons; removing the 'avalanche' option; or reducing the number of colours etc. Erm... and that's it really.

Sliders, on the other hand, is another split-screen title – a little like a cross between *Masterblazer* gameplay on a set of *Marble Madness* graphic playfields. You and a chum play a pair of rather large marbles, each at opposite ends of the pitch. You start in a small square which also acts as the goal for each player. Somewhere in the middle of the playfield is a rather small marble. You (the big marble) have to get the small marble to pass through your opponent's goal. Er... right.

The control system's a bit on the weird side too (this is a French game after all). Your big marble exerts a magnetic pull on the small one (when you're close enough) which makes it move towards you. Eventually it'll stick to you, whereupon you'll stop moving and get to fire the ball off in a chosen direction. Alternatively, you can use the 'magnetic pull' of your big marble to pull it over your opponent's goal. Add to all this a ton of terrains of differing complexities including one way systems, up and downhill slopes, even trampolines (really!) and that's *Sliders*. The good news for our bearded chums is that there's a PC version in the pipeline with multi-directional scrolling (*Oh, that's been done before. PC Owners voice*) which includes the same split-screen two player head to head option (*Ooooh! That sounds rather more impressive – can't wait! PC Owner's voice.*) STOP





Right, Big blue marble's got the little marble, but he's surrounded by one way systems. The arrow always shows the little marbles direction.

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Sequels to most games suffer from a condition called 'Let's-stick-with-the-original-name-but-bung-a-'two'-on-the-end-itis'. US Gold has proved this malaise true with its new flight sim, *Jet Fighter II* –

JET FIGHTER II

the sequel to the highly acclaimed, er, well, *Jet Fighter One*. *Duncan MacDonald* checked out the goods. And so did *Duncan MacDonald Two...*

If all the currently available home computer flight sim disks were stacked on top of one another you'd end up with something resembling New York's Trade Towers buildings. *(Well, one of them, anyway. Ed.)* What we're getting at is that there are billions of flight sims already, yet still they come. There seem to be two gameplay approaches involved. Method 'A' is to offer the player loads of incredibly complex 3D polygons to admire from close range (after they've suddenly popped up from nowhere), while method 'B' is to cut down on the complexity of the objects and speed things up. Method 'A' will be familiar to anybody who's played Activision's *Bomber*, while method 'B' will be familiar to anyone who's played EA's *Interceptor*... and guess who's behind *Jet Fighter II*? The author of the aforementioned *Interceptor*, that's who. And he's adopted method 'B' again, so now you know the sort of thing we're talking about. No flying close on the tail of an enemy MIG, blasting away with your cannons while admiring the fine polygon detail on his tail section. Nope. This is long-range fire-and-forget stuff as far as the air combat goes – the opposition doesn't half shift (except for the Ilyushins, but they're few and far between). There are always the air-to-ground attacks on stationary objects. And the landings on the aircraft carrier. And the 'flying upside-down under the Golden Gate bridge and trying to avoid the skyscrapers' bit. No lack of detail there.



Dunc: In case you're a flight sim buff and own loads of the things already I'll make this first paragraph short, sweet and to the point. *Jet Fighter II* is, basically, *Interceptor* with some extremely excellent knobs attatched. Light-source shading for instance. The shadow of your aircraft (in exterior-view mode of course) lies in a direct line between the ground, you and the sun (if it's daytime). Move your viewpoint and the shadow moves accordingly. And as you bank to the left or right the shading on your plane does the same. If you're one of those people who only use the interior cockpit views then this won't impress you, but the amount of missions will – 125 of the basts. And also the fact that there are four different aircraft to choose from, all of which handle differently. I wouldn't call *Jet Fighter II* a 'step forward' in flight sim technology, but it's most certainly a very enjoyable 'step sideways' and it'll keep you occupied for months. Enough said.

THE SCENARIO

Not the usual Middle East for *Jet Fighter II*. It's America (well, California actually) that's being attacked, and this time you're defending. There are five airports and one aircraft carrier to choose from as your home base. The user-friendly front-end option



If this is a flight sim, then that must be Libya. *(Wrong. Ed.)*

WHAT'S WHAT

TITLE	Jet Fighter II
PUBLISHER	US Gold
FORMAT	PC
PRICE	£39.99
RELEASED	Out now



screen allows you to practise take-offs, landings, attempt any of the 125 missions, take a 'free flight' and simply enjoy the sights or to enter the 'adventure proper' – the ongoing war scenario where you have to log on, follow your orders, score 'hits' and return to base before getting promoted to newer, harder missions.

THE PLANES

There are four: the F-23 ATF, a 'stealth' doofer which is capable of achieving Mach 3; an F/A 18 Hornet; an F-16 Falcon (we've all flown one of those, eh?) and an F-14 Tomcat (with its operatable swing-wings). The cockpit instruments in the four aircraft change places, but they're all basically the same as in all other flight sims worth their salt. There's your multi-distance toggling radar, your target select console and the trusty old pointer arrow on the compass part of the HUD (which tells you when you're going the wrong way). You can switch it between enemy targets, or, if you're in 'ILS' (Instrument Landing Mode), it'll show you the way back to your airfield or carrier.

THE REALISM

This is one of those 'suddenly everything seems to speed up as you approach a solid unavoidable object' sims – the nearer things get, the jerkier they get. But that's what it's like in real life, after all – experiencing a car accident at 50mph gives you exactly the same feeling. Smooth is pretty, but jerkiness can actually make things better, so on this score realism gets the thumbs up. In fact realism gets the thumbs up throughout, what with your horizon haze, the changing times of day and night, the nightmarish carrier landings and so on. The collision detection, for instance, is excellent – absolutely the mutt's nuts. Just one quibble – there don't seem to be any redouts/blackouts. Mind you, it could turn out to be like some other sims where these 'nuances' start to creep in as you progress through the ranks. (I'm still a humble Second Lieutenant at the moment.)

THE WEAPONS

Just take a gander at the screen's-worth of available hardware above – in their full VGA glory.

THE GRAPHICS

The screenshots should fill you in instantly. But in case you've lost your specs/contact lenses or you're plain stupid, let's just go for 'pretty fab'. A bit MicroProsey, with a tiny element of Sub-Logic thrown in for good measure. (I am of course talking VGA graphics here. In EGA things are, well... quite good, as that's what you're used to. In CGA though, as usual, er... it's a bit crap to be honest. Mind you, everything's crap in CGA. Sorry, but that's just the way it is. What's the answer? Upgrade now!) Oh, and all the graphic effects – from sky-hazing to ground detail and light-source shading – can be toggled off for those of you with slow PCs.

THE VIEWPOINTS

Yup. They're all there. Interior cockpit with full 360° wrap-around and exterior with, er, full 360° wrap-around (spherically speaking in both cases). There's look-up from the ground, look-down à la satellite and also follow-plane from the control tower. Each view has zoom in/zoom out facilities. (Even when you're in the cockpit. Are fighter pilots issued with binoculars? I don't think so somehow.)

THE GAMEPLAY

Everyone's going to love the air-to-ground stuff, but as for the air-to-air, well... let's just say it's horses for courses. If you like to follow your victim as he falls, flaming and screaming, towards the ground then forget it. For the most part, air-to-air is... well, it's all explained in the introduction – it's rather distant, it's not so personal. And as for the general summing-up, well... I already covered that in the first paragraph of the review. Just to save you going back though, here it is again: "I wouldn't call *Jet FighterII* a 'step forward' in flight sims, but it's most certainly a very enjoyable 'step sideways' and it'll keep you occupied for months." So there you go. Nice one!



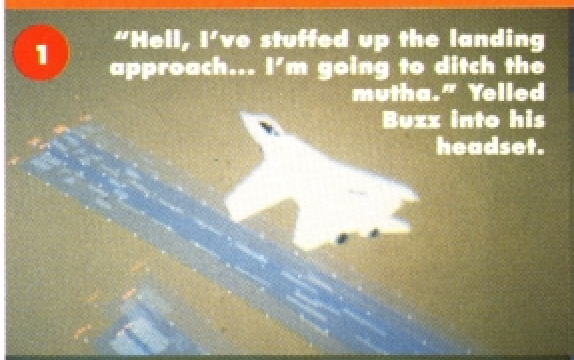
HASSLE FACTOR: 0
Unless you haven't got a hard drive, in which case it's 1,000,000. (JF2 has to be installed you see. No hard drive, no play.)

GRAPHICS 90	ADDICTIVENESS 90
SOUND 90	EXECUTION 90
OVERALL 90	

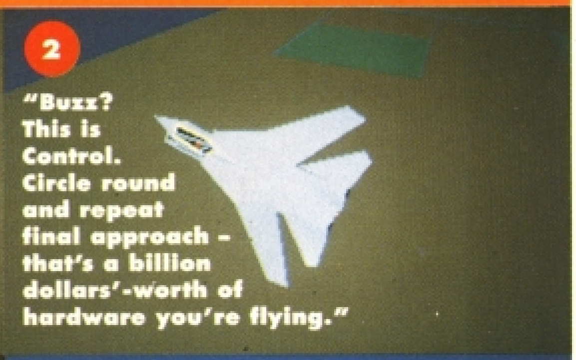
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HAPPY LANDINGS...

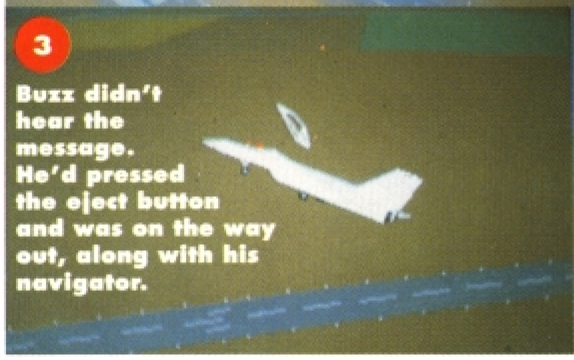
"Control? This is Buzz. I've got one Sidewinder left and I'm going to take out the entire San Andreas Fault!" ***(It'll never work. Ed.)***



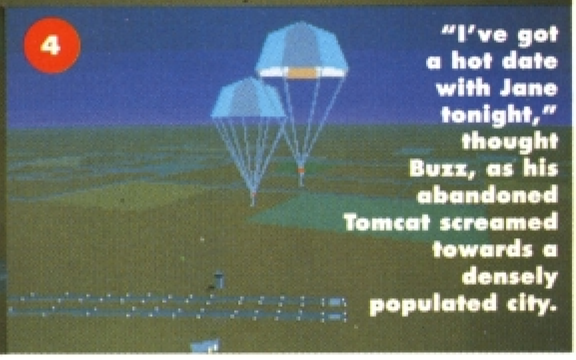
1 "Hell, I've stuffed up the landing approach... I'm going to ditch the mutha." Yelled Buzz into his headset.



2 "Buzz? This is Control. Circle round and repeat final approach – that's a billion dollars'-worth of hardware you're flying."



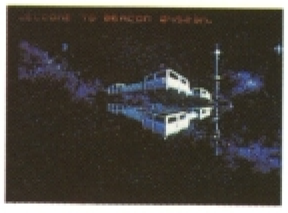
3 Buzz didn't hear the message. He'd pressed the eject button and was on the way out, along with his navigator.



4 "I've got a hot date with Jane tonight," thought Buzz, as his abandoned Tomcat screamed towards a densely populated city.

WRECKE

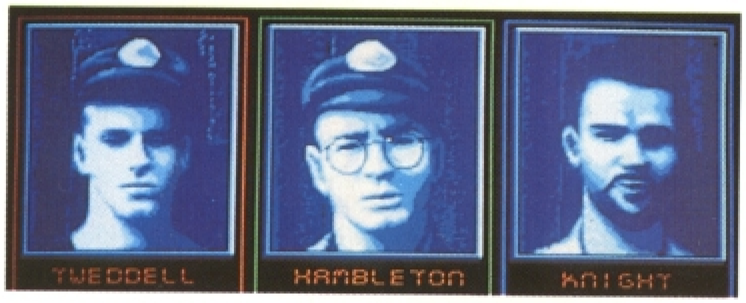
Take the film *Alien*, cross it with the film *2001* and what do you get? Well, apart from a rather useless and not entirely accurate analogy, you sort of get *Wreckers*, the latest offering from Audiogenic. *Duncan MacDonald* elucidates.



Okay, no beating about the bush – this is an excellent game, so let's get straight into a ZERO précis. You're in charge of a space station – not that you do very much commanding as you spend most of your time in suspended animation. However, once a month you get 'defrosted' so you can make some routine checks and get a little bit of physical exercise. The only other time you're allowed to be defrosted is if the ship's emergency warning systems are activated by an alien attack. And guess what? That's where the game begins. Beacon 04523N (i.e. the ship) is under alien attack and somebody has to take control. Aaaargh! This is a job for David Icke, surely!

WHERE IS THE LITTLE BAST?

Nowhere to be seen, that's for sure. The purple-clad prophet is 'sitting pretty' back on Earth, counting the cash his book has brought in. So it's down to you. There are three crew members on your ship, but although only one can be defrosted at a time you can change persona during the game by going to the 'character menu'. So who to use first? Well, there's Tweddell, Hambleton and Knight on offer. Each has a different reason for being there, but suffice to say that they're all the same rank (Pilot Officer) and have the same security clearance (two). When you get down to it, they're all a bit crap really. So who do you plump for? Tum te tum... er, let's go for Hambleton – after all, he's addicted to gambling and looks a bit like John Boy Walton. *(A bit of professional 'decision making' obviously went on there. Ed.)*



(Left to right) Tweddell, Walton and Knight.



DEFROSTING... DEFROSTING...

You're in the main game. You *are* John Boy Walton (i.e. Hambleton) and it's time to kick some ass. So what do you do? Where do you go? There don't seem to be many alien 'muthas' about at the moment. Just as well actually, because it gives us time to have a quick look at the ship's map and the main control panel opposite...

SO MUCH TO DO, SO LITTLE TIME

That's the ship then. What about the action? Well, it comes immediately (and randomly, so no two games play the same – or so it seems, anyhow). "Beep, beep" – your message window informs you that an alien wave is approaching. Check your scanner and you'll find



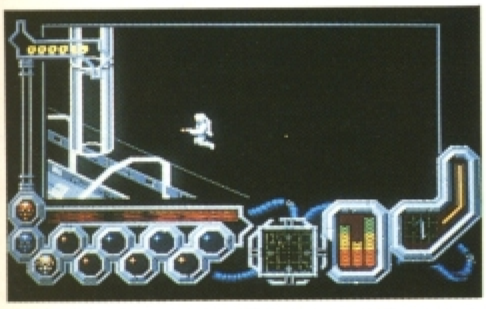
John Boy was going into space... and Grandma was having another stroke.

it's near Battlepod Three. By the time you've got down there (it's quite a long haul) a lot of the nasties are already inside the ship and are swarming about, mucking up all the electrics. Pop around corners and shoot them, then! Oh dear – outnumbered or what? You could do with a droid or two to help. You have to make them first though, so a quick visit to the Droid Factory is in order. But now you're being told that Bulb Zero's in need of attention. And if you don't sort it out, critical mass will be attained and the ship will explode. So leave the aliens, leave all thoughts of droid making, and get back upstairs quickly!

Once you've reached the Bulb Room and logged onto the terminal it's logic time as you grapple with two 'slider bars' – one controls the sine and the other the cosine of an out-of-tune waveform. You have to tune it. Yaaargh! Now you're told there's another attack-wave coming in from sector one. Do this, do that, run here, run there, kill this, kill that – even go through the airlock into the vacuum outside to deal with more marauders! This space-station lark isn't all it's cracked up to be.

ERS

Dunc: 'So much to do, so little time' is what *Wreckers* is all about. But I'm in the dilemma of 'so much to say, so little space'. Well, what can I say, other than it's really smart. Atmosphere with a capital A and action to match. Put it this way: here in the office we all get our faves – games we get hooked on for quite a while and play at the expense of all the others. Well, *Wreckers* has just weaned me off Mindscape's *4-D Boxing*. It's one of those games that keeps you so busy you don't even notice the clock ticking away, the evening drawing in and the fact that it's now half past three in the morning. It's incredibly difficult, so luckily there's a comprehensive Save option (to RAM or disk, including



I don't care if I *have* got a job to do... I'm staying out here!

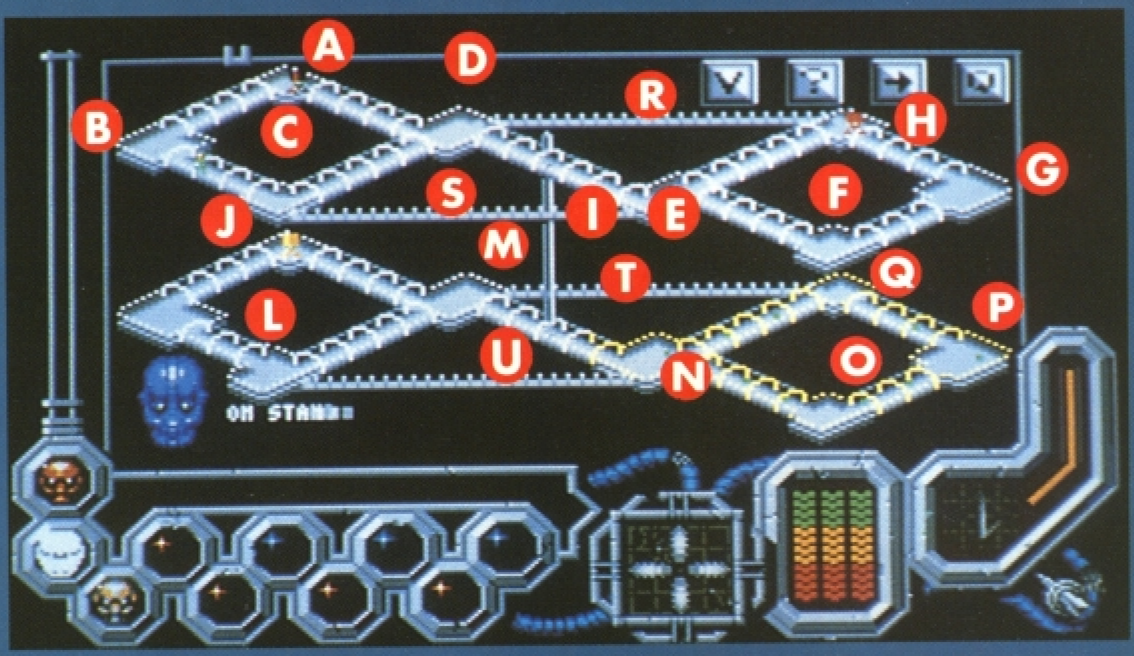
formatting for those 'oh no, I need a formatted disk and haven't got one' moments). The only whinge I have is about one of the sub-games – the 'hoovering' bit, where you have to suck up the alien spores before they reach the ship. Like real hoovering, it's rather tedious – I'd rather have shot the spores with lasers. Mind you, there's no shortage of laser shooting once the spores you missed have made it inside. It's all very 'SAS' – darting into door-ways, letting rip with a couple of bursts and darting quickly out again. Yippee! Great graphics, great sound... great game. Like I said though, it's bloody, bloody, hard.

GRAPHICS 90	ADDICTIVENESS 90	OVERALL 90	
SOUND 90	EXECUTION 90		

WHAT'S WHAT

TITLE	Wreckers
PUBLISHER	Audiogenic
FORMAT	ST & Amiga/PC
PRICE	£24.99/£29.99
RELEASED	Out now/Mid July

THE MAIN MAP



A Battlepod Zero: Where you try to 'hoover up' the incoming aliens. Those you miss will get into the ship.

B Bulb Room Zero: Where you have to keep two oscilloscopes aligned (to stop the ship blowing up). A message will tell you if they're out of sync, so be alert!

C The Cryogenics Chamber: Where you frost and defrost John Boy and his chums. It's the start point and the place you run to when your character is dying (so you can re-freeze him and pick one of the others to carry on).

D Atmosphere Control: Wouldn't want the aliens to take control of the air supply, would you? You would?? Clot!

E Gravity Control: Your bloke's okay when this packs in 'cos all three crewmen wear velcro boots. The droids, however, are a different matter. No gravity and they float helplessly about – cannon fodder for the enemy.

F Recharge Unit: Where you send droids when their batteries are low.

G Bulb Room One: The same as Bulb Room Zero really, except it's miles away at the other end of the ship.

H Battlepod One: Ditto Battlepod Zero – but again miles away.

I The Elevator: (You'll need to go downstairs quite a lot).

J A Store Room: Not worth worrying your cotton socks about.

K Bulb Room Two: Ditto the other two Bulb Rooms (but downstairs).

L Battlepod Two: Hoover time again... If you get there in time.

M Droid Factory: Very, very important – you need droids and this is where you make them. Then you can send them wherever you want to do your bidding. However, only having a security clearance rating of two, you're allowed access to just three underpowered droid types. But do well, get promoted, and you'll be allowed to produce bigger, better ones.

N The Generator: Rather important. We don't want alien scum taking over this room, do we? I should think not.

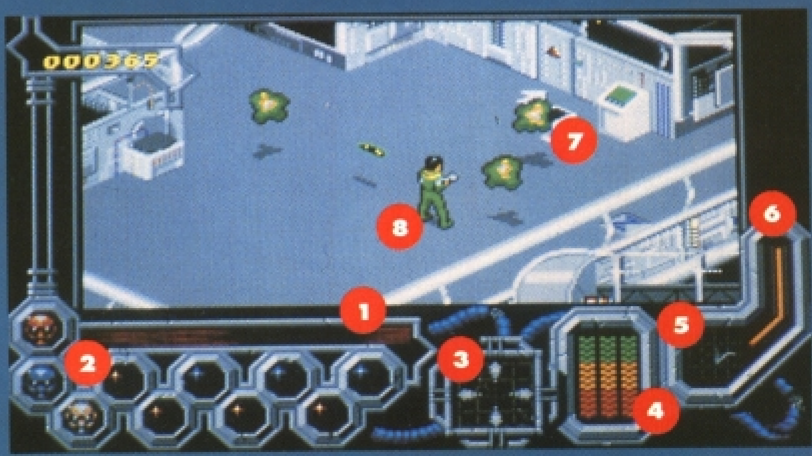
O Battlepod Three: Oh dear. It's a bit of a hike from Battlepod Zero to here. Let's hope it's never necessary.

P Bulb Room Three: Quite why they couldn't have designed the ship with all four Bulb Rooms next to each other is a mystery. Oh well, never mind.

Q Another Store Room: Not a great deal of use, really.

R S T U The 'Zippways': Much like the London Underground system, except that these ones work.

AND THE CONTROL PANEL



1 The Message Window. From "Aliens approaching..." to "Droid seven retreating, Captain..." there's a load of text in the game (some of it amusing) and this is where it appears.

2 You can have up to eight droids on the go at any one time. You select them from this bank.

3 Click on the Long Range Scanner to find out which direction the next enemy wave is coming from.

4 The three bars show the state of (from left to right) the generator, the atmosphere and the gravity.

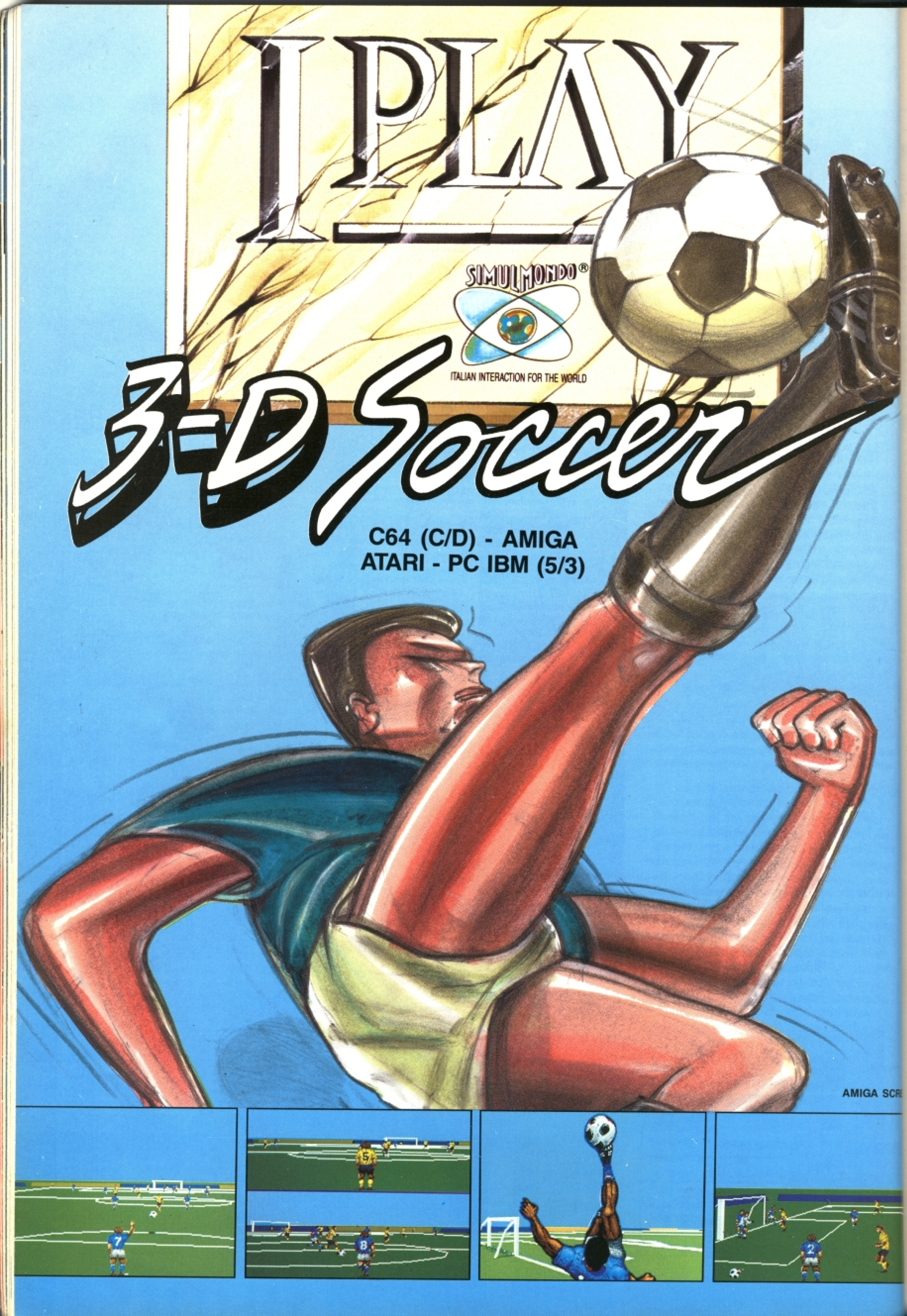
5 This is your 'heartbeat'. If you find it's approaching flatliner status, head back (if you can) to Cryogenics and switch character (don't get anyone killed – I can't stress the importance of this enough. Er, I can actually: DON'T GET ANYONE KILLED!) There.

6 A little point, but an important one. You have one hour to clean the ship of all alien life before it auto-destructs. This slowly rising red bar is your reminder.

7 This is a blob.

8 This is you.

STOP


I PLAY
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ATARI - PC IBM (5/3)



The excitement is intense. The ZERO team has half an hour and less than seven hundred words to summarise fourteen games that didn't quite make it to a full review. They're under starters orders... and they're off! (*I wondered what the smell was. Ed.*)

It's been quite a month for reissues or revamps of past classics. Most succesful of these is probably Microprose's space-age game of trading and shooting **Elite,** which for many people is still *the* computer game. Now back on PC with enhanced graphics and sound as well as a new name, **Elite Plus**, it's still immensely playable. (It's also about the only PC game this month that didn't need installing onto the hard disk.

First released in 1984, Novagen's **Encounter** has been revamped for the Amiga. Still a great game, but it's been imitated so often it's beginning to look a bit ordinary. Another oft-imitated title, **Tetris**, the game of a thousand formats, is being reissued by Infogrames – with added colour (but that's all, sadly). Is it a case of staying faithful to the original, or missing an opportunity to exploit the 16-bit? The jury are still out.



Phew, ten minutes gone. On we go. As well as reissues there's been the usual crop of sequels. **Super Skweek** is the follow up to the grossly underrated *Skweek*. The game now boasts a two player option, but apart from that there's little change from its predecessor. Still, seeing as how no-one bought that, now's your chance to make up for it. Some rather nifty 3D graphics and revamped sound saves **Gauntlet III** from the 'seen it all before' factor – there's life in the old dog yet. On the other hand, fans of *Cadaver* will be well chuffed to hear that the new data disk, **Cadaver: The Pay Off** is just as hot as the original. With new locations a go-go, new puzzles and refinements added to the original system to make it even more friendly, *Pay Off* is the mutt's nuts (er... provided you're a fan of the original).

Eighteen minutes gone, and no sign of the finishing line yet. Beat/shoot 'em ups are still the bread and butter of the computer games world, which just goes to show what an 'orrible violent lot you all are. Domark provided one of this month's coin-op conversions – **Hydra,** an Atari Games title. *Hydra* is (to be honest) pretty crap, but then the original coin-op wasn't much cop either. Coming hot on the heels of the abysmal *Skull And Crossbones*, perhaps the time has come for Domark to rethink their Tengen licence?

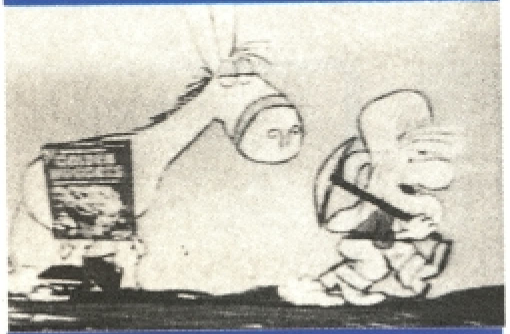
No time to check the clock – straight onto more violence. Starting in a prison cell, **Cougar Force** from Cocktel Vision takes in jets, motor boats and good old fashioned punch-ups in its drug-busting scenario. The graphics are quite appealing and despite rather lengthy screen updates it's quite an enjoyable little number. The screen updates are even slower in Avatar's arcade adventure **Heart of the Dragon.** The animation is a little dicky too. However, the game deserves some sort of award for having worse artwork on the packaging than in the game itself. Demonware's **White Sharks** is an unassuming little game with a lot to be unassuming about. It's an amazingly straightforward aeriel shoot 'em up which could have been produced any time in the last five years. Strangely it's still quite good fun.

Five minutes left – time to get a move on! A fairly good month for those who want a bit of strategy with their



software. First (in chronolgical order) comes **Medieval Lords** from SSI/US Gold. Set in medieval Europe (of course) it's a fairly limited political strategy game which doesn't really go much beyond being *Risk* with chainmail. Impressions' **Afrika Korps** lets you play either Rommel or Montgomery in WWII's desert war. The control system takes rather longer to master than the strategy (which is fairly basic). Bang up to date (and then some) is Sim Systems' **Fireteam 2200**, a futuristic PC strategy game on a fairly large scale. It requires a strategist's brain and about 565,000 bytes of spare RAM knocking about inside your Hard Disk. And there's the finishing tape! How long did it take? Thirty four minutes. Damn! STOP

WHERE ARE THEY NOW?



Once his face could be seen on a thousand cereal packets, but fame was short-lived for Klondike Pete and his trusty mule Pardner. After the demise of Golden Nuggets they took to a career in cabaret, before alcohol and disillusion took its toll. Klondike Pete can now be found inside various clinics while Pardner can be found inside tins of cat food.



J.R. HARTLEY RECOMMENDS



Well, I must say that *The Secret Of Monkey Island* is a real three pipe sort of game. Extremely enjoyable and really rather witty into the bargain. Those long evenings waiting for my next royalties cheque simply whistle by when I'm engrossed in *The Ball Game*. I haven't had to concentrate so much since I was fishing for rainbow trout in Scotland.

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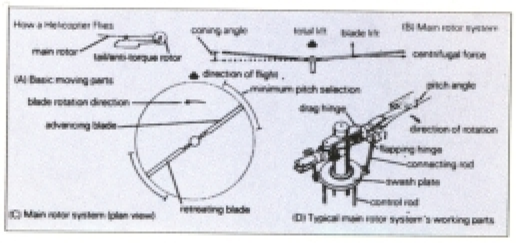
"What's the connection between Sarah Ferguson, Raymond Baxter, Mike Smith, Rolf Harris and Core Design?" asks quizmaster *Duncan MacDonald*. Read on to find out the answer...

As if you hadn't guessed already – the screenshots will have given it away. But for the benefit of the Thicky brothers, the answer is, of course, 'helicopters'. Fergie writes kiddies books about them, Raymond Baxter talks about them, Mike Smith crashes them into things while Rolf Harris, er, well Rolf was a bit of a 'red herring' actually, although he does look a bit like a helicopter... if viewed from certain angles. (*Do whaaaat? Ed*). But enough about Rolf and co, because we've reached Core Design and its helicopter-ish *raison d'etre*... which is this: it's producing, as we speak, a 'chopper simulation' (oo-er). It's called *Thunderhawk*. So what's it all abart?



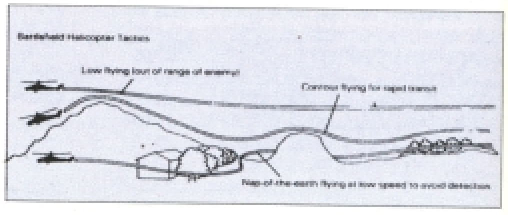
ALL ABOUT THE THUNDERHAWK...

The Thunderhawk (or the 'AH-73M' Thunderhawk if you want to get all 'look how many numbers and letters I can remember' about it) is a bit of a clever fighting machine when it comes to helicopters. In fact it's the cleverest helicopter around, due to the fact that it doesn't even exist. The Thunderhawk is, and I quote, "of a fictitious design, based upon predicted advances in military technology". So Core Design has scored eight marks from the word go: at no point after the game's release can anyone turn round and say "aha, they got the shape wrong". Eat your heart out Micro *Stealth* Prose.



FIGHTING, KILLING AND DYING...

As with jet fighter simulations, there's a lot of mayhem on the menu. Weapons and targets galore. But there's more to *Thunderhawk* than just the flying and killing – there's an element of the Cinemaware genre included as well, making sure you really do get personally involved in the proceedings. The clock ticking away for instance. There's night and day. There's dusk and dawn. There's always action somewhere along the front. You might be given an 'easy afternoon' mission, fluff it a bit and find yourself returning to base at midnight. To the barracks then, for a bit of a 'nightcap' before crashing out. And it's here you'll meet some of the other characters attached to your squadron, whether they be medics, engineers or whatever. They'll offer you advice on tactics and tell you how the war effort's going. They may congratulate you on being rather skill and buy you a drink. You may even get bonked by a fighter-pilot groupie (although it's highly unlikely). But then it's time for sleep. Don't forget though, the more time you spend lazing about in the sack, the more time Johnny Enemy has to advance his troops: "The first pig in the cowshed has the pick of the plums and the early bird gets the worm", as my dear old nan used to say. *(Well she was obviously senile then. Ed.)*





Oh no, I'm having a 'Redout!'
(Actually you've switched on your Infra Red vision. Ed)

THE CAMPAIGN

You'll all be familiar with the campaign element of aerial simulations... you're in an ongoing war scenario and the ultimate aim is to drive the enemy back to wherever he came from. But what is a campaign made up of? Missions, of course! Brucie bonuses. And heaps of the little beggars there are too. So, the burning question is this: are the missions going to be those 'realistic' ones, where you have to fly for nine hours before reaching your destination and getting shot down? Or are they going to be 'wham, bam, thank you mam – strike another kill down for Stumpy will you, old chap?' Well, according to Core, the majority of them are going to be of the latter variety – action-packed from the word go – although there'll still be quite a few of the 'biggies' thrown in as well. The best of both worlds. (Which is another way of saying 'playing it safe').

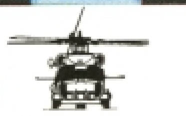
HAWK





A truck! Right... Sidewinders - no; Air To Ground missiles - no; Yorkies - yep!

WHAT'S A HELICOPTER?



Oh dear. Where have you been? Mind you, there haven't been that many helicopter simulations before, have there? And sure as eggs is eggs, helicopters ain't planes. There now follows a layman's explanation of helicopter aerodynamics. Take a propeller from the front of a Cessna, enlarge it, call it 'a rotor' and stick it on top of a helicopter-shaped vehicle – it will now produce a downward thrust. Geddit? Uppies. But once the helicopter takes off, the vehicle bit where the pilot sits is going to start spinning in the opposite direction to the rotor as there's no friction (the ground) to stop it. So you get another propeller, stick it at the back of the chopper, point it sideways, and you have a controllable lateral thrust. The real point is that flying a plane is a piece of piss, but flying a helicopter isn't.

AM I GOING TO CRASH THEN?

Yes. Quite a bit to begin with probably. Core has been clever with the control system though, and although a keyboard/joystick set-up can be used, the mouse is the one to go for. Using a combination of both buttons and the four directional movements you'll be able to do everything, including shooting, with one hand (and two fingers). Here's how...

THE COMPLICATED BIT

In a real helicopter there are two joysticks and two pedals to operate simultaneously, and they all do different things...

The Collective Stick: This changes the angle of attack on the main rotor-blades. As the angle of attack increases, so does the lift – which is how a helicopter lifts off. The *Thunderhawk* collective stick will be simulated by holding down the right button on the mouse and either pushing forwards (reducing angle of attack) or pulling back (increasing it). It's a vertical accelerator really – well, sort of.

The Cyclic Stick: This beasty actually 'angles' the whole rotor-blade casing in different directions. Pushing it will tilt the rotor-casing forward, thereby dropping your nose and sending you forwards. Pulling back will do the opposite, so you'll be looking at the sky and travelling backwards. The same laws apply to the left and right. Simply leaving the thing centred means you'll be hovering. This cyclic stick is simulated using the mouse with no buttons pressed. Pushing right rolls you right, left rolls you left, back is back and so on. Think of it as a four-directional horizontal accelerator.

The Anti-Torque Controls: In a real helicopter these are your two floor pedals, and they affect your tail-rotor – not the main rotor. Pushing on the right pedal will alter the tail-rotor's attack angle in one direction and the helicopter will rotate clockwise. And the left pedal? Yup, the opposite, for a bit of anti-clockwise rotation. Again, this is simulated on the mouse using right and left movements – although the cyclic stick has to be centred while you're doing it. Basically though, this is your 'steering wheel', and if used correctly (in conjunction with the cyclic and the collective sticks), you can pull off some pretty nifty manoeuvres.

AND FINALLY...

The graphics. Well, whaddya think? All your standard flight-sim inside and outside moveable views, smooth animation and daytime scenarios which slowly darken as the sun dips below the horizon. *Thunderhawk* promises to have the works, and looks like a contender for a ZERO Hero – but will it get one? God only knows – it's not finished yet, is it. Honestly, some of you seem to think we've got crystal balls up our sleeves.



WHAT'S WHAT

TITLE	Thunderhawk
PUBLISHER	Core Design
FORMAT	ST/Amiga/PC
PRICE	£29.99
RELEASED	August

STOP

ALSO COMING SOON FROM CORE DESIGN..

It's called *Frenetic*. It's *Ikari Warriors* in space. Simultaneous two-player shooting action with unbelievably normal* power-ups in a vertically scrolling interstellar scenario. Doesn't sound that original, does it? And Core Design don't pretend for a second that it is. But they reckon that even so, it's something of a corker. (And you can judge for yourself next ish, because we're giving a little bit of it away on our cover disk). For now though, some piccies...

***depending on your definition of normal.**





WHAT'S WHAT

TITLE	Frenetic
PUBLISHER	Core Design
FORMAT	ST/Amiga
PRICE	£20.99
RELEASED	August



HEROQUEST
TM
From the best selling role-playing game Gremlin brings you...
COMPUTER ADVENTURE IN A WORLD OF MAGI
Screen shots from Amiga version
Gremlin Graphics Software Ltd.,
Carver house, 2-4 Carver Street,
Sheffield S1 4FS
Tel: (0742) 753423
GREMLIN
HeroQuest © 1990 Milton Bradley Ltd
Available On:
Amiga • Atari ST/STE •
Spectrum, Amstrad and
C64 cassette & disk
(PC VERSION AVAILABLE SUMMER 91

CONSOLE ACTION

ATARI LYNX
ATARI VCS
NEC PC ENGINE
NINTENDO ES
NINTENDO GAMEBOY
NINTENDO SUPER FAMICOM
SEGA GAME GEAR
SEGA MASTER SYSTEM
SEGA MEGA DRIVE

INSIDE

Win a Super Famicom!

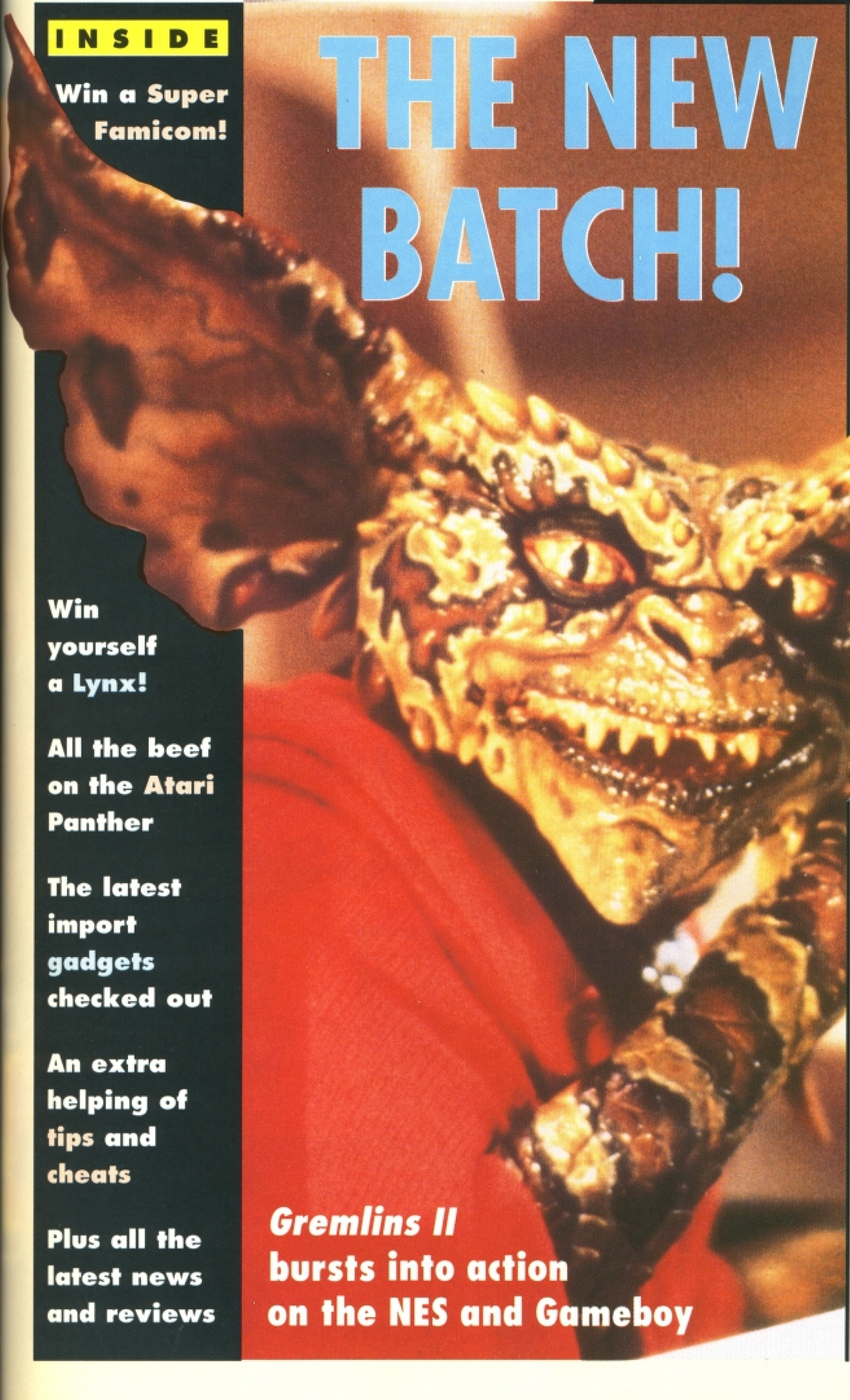
Win yourself a Lynx!

All the beef on the Atari Panther

The latest import gadgets checked out

An extra helping of tips and cheats

Plus all the latest news and reviews



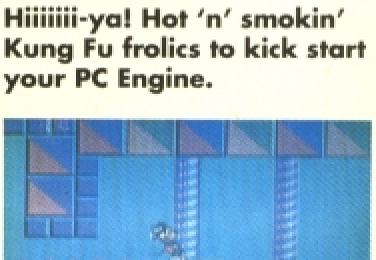
THE NEW BATCH!

Gremlins II bursts into action on the NES and Gameboy

REVIEWED



JACKIE CHAN
Hiiiiiii-ya! Hot 'n' smokin' Kung Fu frolics to kick start your PC Engine.



CASTLE OF ILLUSION STARRING MICKEY MOUSE
Walt Disney's little hero gets even littler on the Sega Game Gear.


He's blue, spikey and speedy (ultra sonic in fact!) SONIC THE HEDGEHOG has now arrived. SONIC is the unlikely hedgehog super hero of the greatest platform game ever seen on the MEGA DRIVE SYSTEM. Zoom through 6 worlds collecting power rings, tumbling through tunnels, bouncing across landscapes zapping badguys as you go on to destroy the dark force of Dr Eggman that shadows your world . . . check out the graphics!
"the biggest & best thing ever seen on the mega drive"
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16 PORTLAND ROAD, LONDON W11 4LA.
● Game not included

JACKIE CHAN



Hudsonsoft/£31.00/ PC Engine

CONSOLE CLASSIC

Jackie Chan is the biggest film star in the Eastern hemisphere. Over in Asia, his action movies (which he writes, directs and stars in, doing all his own stunts) break all box office records. Additionally, he's got 27 sports cars, his own chain of clothes shops and a couple of gyms to his name. Oh yes, and he's also skilled beyond belief in Kung Fu and just about any other martial art you'd care to mention. So if you were planning, were you ever to meet him, to point out that he has a girl's name, it might be an idea to think again if you want to stay in one piece.

As if all his achievements weren't impressive enough, young Jackie now makes his pixellated debut in this spiffing little PC Engine action-cart and it really is a corker.

It's basically a beat 'em up with platform elements but, unlike many games that combine a couple of genres, both aspects are so strong and well designed that it would *still* be a great game even if you were to remove one of them. Luckily, you don't have to!

As a beat 'em up, it has as great a range of moves and manoeuvres as you could wish for – what you'd expect when you step into the shoes of the world's greatest martial artist. Aside from the standard beat 'em up selection of kicks, jumps and arm flailing, our Jackie can twirl, skid and carry out all sorts of clever flying kicks and suchlike. With the help of power-ups he can perform all types of mucho-impressive ultra-kicks to boot. As a platform game, there's a veritable feast of perilous terrains and obstacles to suss your way through, and varied moves and tactics to master. There's all sorts of baddies to get the better of, from beasties and birdies to tricky spear carriers, lethal lava-men and rather unpleasant little Mandarin-type chaps who'll whip you to death with their pigtails. Add to all this a plethora of hidden power-ups and energy boosts and you can see that you're looking at a game with lots and lots to it, plus playability by the bucketful.





The graphics are equally impressive with great big, cute sprites that dart about super-smoothly at top speed, complemented by equally slick and swift multi-directional scrolling. The accompanying ditties are very nice, if a tad repetitive, and the sound effects and animation are unbeatable – just watch Jackie grab his bum and let out an almighty yelp if he accidentally slips onto anything pointy.

The difficulty level is just right too – challenging enough to keep your interest and demand plenty of play, yet yielding enough (with a bit of skill and practice) not to be off-putting. Whether you're a beat 'em up enthusiast, a platform fan or just someone looking for a good meaty game, this is *definitely* one for your software shopping list.

THE VERDICT 94

CASTLE OF ILLUSION
STARRING MICKEY MOUSE

Sega/£T.B.A/Game Gear

Well, here we have it – the Mega Drive's super-cute, sizzling platform adventure has made it to the wee screen. Yet again, the long-suffering Minnie has been kidnapped by the evil Mizrabel, and it's up to Mickey to make his way through the perilous portals of her pad, the Castle of Illusion (quite what's wrong with a nice, simple name like 'Dunroamin'', we don't know, but that's these witch-types for you).

The first thing that strikes you about this scaled-down version is the graphics – rich, lush, full of detail and probably the nicest seen on the Game Gear so far. The opening sequence is especially breath-taking in all its incy-wincy glory, and the standard is kept up throughout. But once you start playing, the awe gives way to other feelings, such as migraine and blurred vision. Although this new version seems a little easier than its big brother, gameplay hasn't lost too much in transition. Lots of the cute, little animation details that made the original such a joy have been retained (and Sega obviously hopes that you'll be sufficiently captivated to ignore the fact that your optic nerve is combusting).



Shrinking *Castle Of Illusion* down to Game Gear size was an ambitious task, and the result is firmly on the right side of the success mark. A sound buy!

THE VERDICT 85

GREMLINS 2



Sunsoft/£20.00/NES

CONSOLE CLASSIC

Remember Mogwais? Those cute, fluffy little things that you're not supposed to expose to bright light, get wet or feed after midnight? Remember Gizmo, the super-cutest Mogwai of all? In *Gremlins 2* (the movie), Gizmo gets captured by the megalomaniacal Clamp Organisation who use him to create more Mogwais in their genetic labs, which later turn into dastardly and deadly Gremlins. In *Gremlins 2* (the game), it's your chance to step into Gizmo's furry little shoes (or are they his feet?) and manoeuvre your way through the enormous and

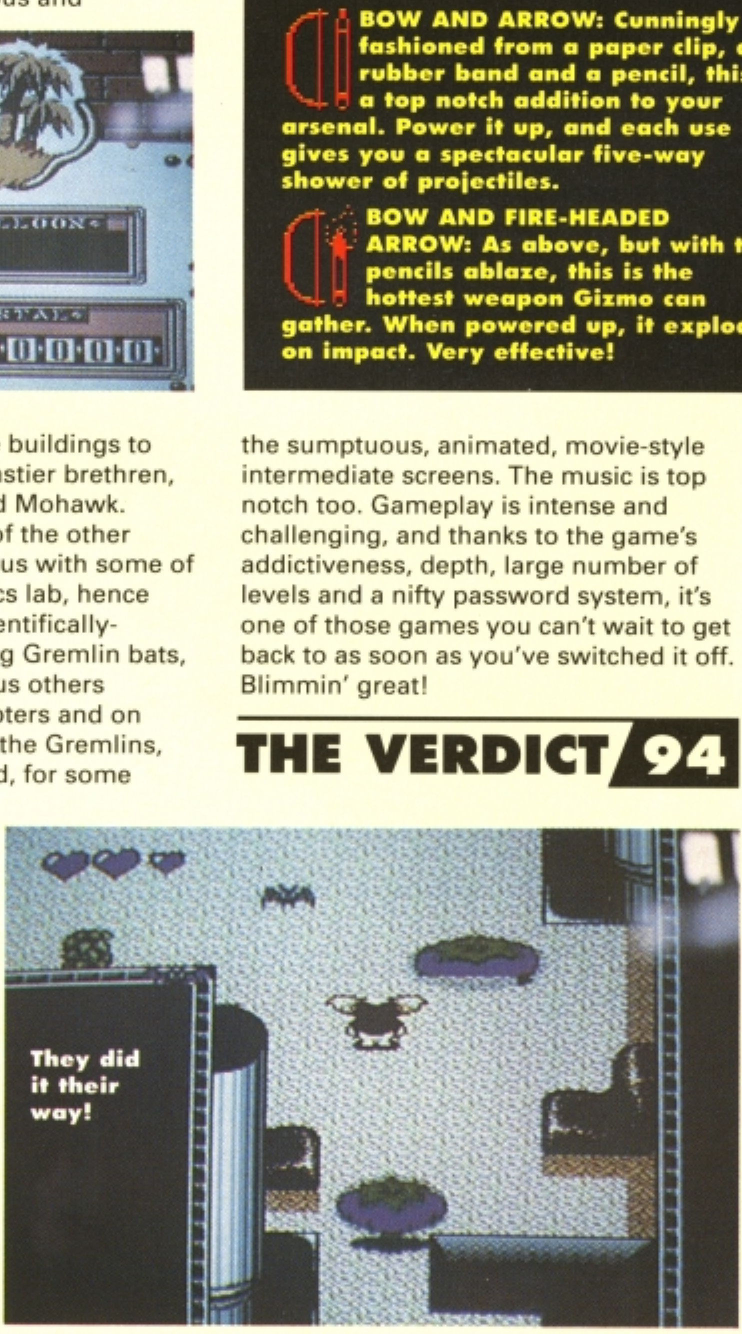


dangerous Clamp Centre buildings to smite your bigger and nastier brethren, including the extra-horrid Mohawk.

Unfortunately, some of the other Gremlins got a bit previous with some of the potions in the genetics lab, hence you'll find all sorts of scientifically-altered beasties, including Gremlin bats, monkeys and spiders, plus others zooming about in helicopters and on skateboards. Aside from the Gremlins, there are rats, insects and, for some strange reason, great big tomatoes to contend with, to name but a few. You'll also be faced with some of the nastiest traps, platforms and obstacles we've seen in any game for a long, long time.

This is an arcade adventure in the true sense of the word, requiring a little skill from your grey-matter as well as your mitts. The graphics are extremely nice, from the cute, chunky sprites and simple backgrounds to the sumptuous, animated, movie-style intermediate screens. The music is top notch too. Gameplay is intense and challenging, and thanks to the game's addictiveness, depth, large number of levels and a nifty password system, it's one of those games you can't wait to get back to as soon as you've switched it off. Blimmin' great!

THE VERDICT 94



They did it their way!

MAGIC ITEMS

Along the way, you'll find all sorts of handy bits and bobs to help you and Gizmo along your way. Some of them will just turn up, some will be awarded when you pop a baddie's clogs, and others need to be bought from the shops you find.

TOMATOES: You'll start the game with a supply of these. They're genetically altered, making them just the job for seeing off baddies with a lob or two. They can't power-up, though.

MATCH: A handy weapon which fires from its head. When powered up, it fires three ways.

PAPER CLIP: Upgrades to a multi-directional blaster when powered up – well useful!

BOW AND ARROW: Cunningly fashioned from a paper clip, a rubber band and a pencil, this is a top notch addition to your arsenal. Power it up, and each use gives you a spectacular five-way shower of projectiles.

BOW AND FIRE-HEADED ARROW: As above, but with the pencils ablaze, this is the hottest weapon Gizmo can gather. When powered up, it explodes on impact. Very effective!

CRYSTAL BALLS: These appear when you blast the baddies to smithereens. They're the currency you need to buy any of the goodies at the shop.

LIGHT BULB: A rather nifty, screen-clearing smart bomb. Use sparingly.

POGO STICK: This will give Gizmo a limited period of protection from enemy attack, plus a gyppy tummy.

FOB WATCH: Freezes your foe for a limited period. (A bit like fobbing them off!)

BALLOON: This one's just the ticket for floating up, up and away over tricky platforms and nasty holes.

LIFE FLASK: This refills your energy completely. (Refreshes the parts that other life flasks cannot reach...)

POWER PACK: You can use this to power-up your weapon, whatever it is, for extra ammo. Blat!

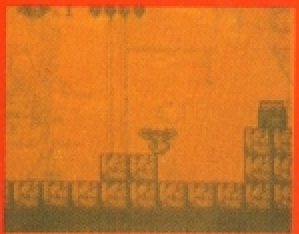
GIZMO: An extra life. Isn't he cute?

HEART: No, Gizmo hasn't been struck by Cupid's arrow, it's extra energy.

GAMEBOY VERSION

CONSOLE CLASSIC

The wee-screen game is actually completely different, being more of an action/platform game without all the collecting, buying and other adventure factors of the NES game. Although it doesn't have the fabulous fun of its big bro's power-ups and magic items, it does have lots of really neat little touches of its own – like a little lunchbox that Gizmo can jump into and 'wear' over himself for protection with just his feet sticking out, and a musical note bomb that enables him to sing his enemies to death – all disgustingly cute and very appealing indeed. The sprites are big, cute, chunky and a real joy, the music is wonderful and the gameplay devilishly addictive.



THE VERDICT 93

WIN A SUPER SUPER-COOL FAMICOM!



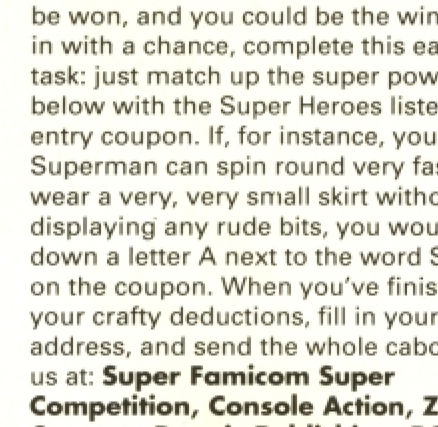
If there was ever a console guaranteed to make your legs go all wibbly, the Super Famicom is it...

Having spent the best part of the year so far taking Japan by storm, the Super Famicom is now poised to conquer the USA, with its imminent Autumn release there, preceded by a grand unveiling at the June CES. Although we won't be seeing an official launch on these shores until next year, the chances are that the shelves of your local import shack are graced by its tempting presence, and the magazines are fair overflowing with praise for this stonking piece of hardware. And rightly so.

If just thinking about the Famicom gets you all hot and bothered, then enter our almost impossibly generous competition.

We've got a Super Famicom waiting to be won, and you could be the winner. To be in with a chance, complete this easy-peasy task: just match up the super powers listed below with the Super Heroes listed on the entry coupon. If, for instance, you think that Superman can spin round very fast and wear a very, very small skirt without ever displaying any rude bits, you would jot down a letter A next to the word Superman on the coupon. When you've finished all your crafty deductions, fill in your name and address, and send the whole caboodle off to us at: **Super Famicom Super Competition, Console Action, ZERO Compos, Dennis Publishing, PO Box 1EA, London W1A 1EA.**

- **A** **Can spin round very fast and wear a very, very small skirt without ever displaying any rude bits.**
- **B** **Can climb up sides of buildings and make webs.**
- **C** **Can grow quite a bit bigger and turn green.**
- **D** **Can fly, lift up heavy things and see through walls.**



◯ **SUPERMAN** ◯ **WONDER WOMAN**

◯ **SPIDERMAN** ◯ **THE INCREDIBLE HULK**

NAME ____________________

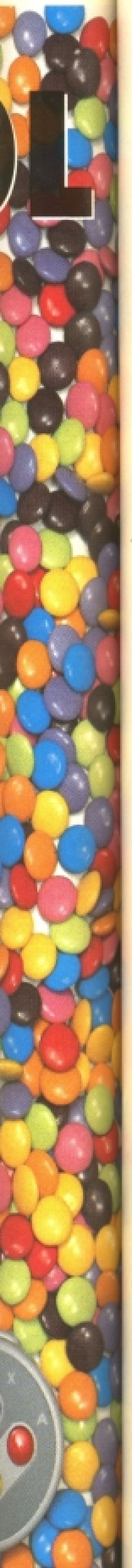
ADDRESS ____________________

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RULES

- **When the Ed makes a decision, it's final.**
- **The closing date – 31st July 1991 – is final too, and any entries arriving after then will be used to make paper planes.**
- **No employees of Dennis Publishing or Colin Smellie-and-Son Bespoke Doiley Design Co. of Chudley-Under-Bucket are allowed to enter. So there.**



THE FAMICOM FILE

EXTERNAL INFO: 200mm x 240mm x 60mm of grey placcy casing, featuring power switch, reset button, cartridge slot, and joypad ports.
INTERNAL INFO: A custom-made 16-bit processor running at 12 Mhz, a PCM/digital sound chip (run by another 16-bit processor) and a glittering handful of custom chips providing sumptuous graphic effects, including a polygon chip for filled-3D delights.
GRAPHICS: A maximum resolution of 2048 x 256 pixels, a palette of 32,768 colours with a possible 256 onscreen at a time, scaling and flipping capabilities, super-fast, super-smooth scrolling and four separate playfields, allowing for four independent depths of parallax scrolling.
SOUND: Stereo and ruddy remarkable.
CONTROL: A pair of comfy, curvy joypads with a regular direction control thingy, two slim command buttons, and four gaily coloured fire buttons.
PRICE: In Japan, around £95 will bag you a Famicom with a copy of *Super Mario World*. Over here, most retailers and mail order specialists are offering imported machines for around £300 with two games of your choice chucked in, and additional games at around £45. The Japanese machines all come with a Scart-pin lead, so if your monitor or telly doesn't have a Scart port, you'll want to make sure the machine you buy has been converted to Pal. However, before you buy, confirm with the shop that you can bung it back to them for repair if things go wrong, as there's been all sorts of trouble with the Pal-conversions, usually occurring after a few plays.

SOFTWARE

By the time you get this issue, there should be around 20 carts available and about double that amount by Christmas. Here's some quickie ratings for the stuff we've seen so far:
Mindblowing ●●● Good ●● Average ●

SUPER MARIO WORLD: Platform ●●●
F-ZERO: Racing ●●●
FINAL FIGHT: Coin-op conversion ●●●
POPULOUS: Strategy classic ●●●
PILOT WINGS: Parachuting/flight sim ●●
GRADIUS III: Coin-op conversion ●●
ACT-RAISER: Strategy/arcade ●●
BIG RUN: Coin-op conversion ●●
DARIUS TWIN: Coin-op conversion ●●
ULTRAMAN: Platform/action ●●
BOMBUZAL: Puzzle ●●
SUPER DEFORMER: Platform/action ●
HOLE IN ONE GOLF: Golf sim ●

COMING UP...

Several British software houses are already hard at work over their newly-acquired Famicom development kits, and stuff from the East is coming thick and fast already – the release schedule for the rest of 1991 looks something like this:

SUMMER

SD ZA – GREAT BATTLE: Action
GDLEEN: RPG
JUMBO OSAKI GOLF: Golf
DRAKKHEN: RPG
AREA 88: Shoot 'em up
JELLY BEAN: Action
FINAL FANTASY: RPG
DUNGEON MASTER: RPG
SIM CITY: Strategy

AUTUMN/WINTER

WIZARD FROM Ys: RPG
NEW LEGEND OF ZELDA: RPG
SUPER R-TYPE: Shoot 'em up
AUGUSTA GOLF: Golf
SUPER GHOULS AND GHOSTS: Action
SUPER PRO BASEBALL: Baseball
FLYING WARRIORS: Action
SCHEHERAZADE II: Action/RPG
LITTLE NINJA BROS: Action
STAR WARS: Action/RPG
PITFALL: Action

WIN A LYNX!



Those lovely, clever, furry people from Atari have come up with a competition for us that's truly the cat's whiskers. Yes indeed, we've got a svelte little Lynx purring away on the Console Action desk, just begging to be given away to a good home. Fancy curling up by the fire with a saucer of milk and the hottest colour handheld since goodness knows what? Are you feline lucky? Then try your paw at our stonking compo. (Oh, the first 10 runners-up will also lap up a luminous Lynx T-shirt – they're purrfect!)

HOW TO ENTER

Below are some celebrity felines and some things they'd be likely to say. All you need to do is fill in the entry coupon, matching the quotes to the celebs. Easy, n'est-ce pas? If you think, for instance, that Lionel Blair would be most likely to say "Oooh, Officer Dibble! I've been using the police telephone again!", then jot down the letter D next to the number 4 on the coupon. When you've matched them all up to the best of your abilities, just fill in the rest of the coupon, pop it in an envelope, and trust it to the hands of Her Majesty's Royal Mail, marked: **Atari Lynx Bonanza Grab, Console Action, ZERO Compos, Dennis Publishing, PO Box 1EA, London W1A 1EA.**



TOP CAT — AN ATARI LYNX — 'CAT' STEVENS — 'LION'EL BLAIR

A. "Two words, first syllable, sounds like..."
B. "Hello, I used to be a famous pop star but now I'm barking mad."
C. "Klax wave! Blip bip bing sping"
D. "Oooh Officer Dibble! I've been using the police telephone again!"



1 ○ 2 ○ 3 ○ 4 ○

NAME ______________________

ADDRESS ______________________

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______________________ **POST CODE** __________

RULES

● **The Ed's decision is final.**
● **Any entries arriving after the closing date of 31st July 1991 will be neatly filed under 'B' for bin.**
● **Nobody from Dennis Publishing or Atari is allowed to enter. Ha!**



PLAYER MANAGER 2 IS EXPECTED TO BE RELEASED AT THE END OF THE YEAR OR EARLY NEXT YEAR.

Many thanks for the support and constructive criticism that so many of you extended to our products. Player Manager remains to date perhaps the only real time soccer management game. Now Dino is busy writing Player Manager 2 and the draft specifications are detailed below. If you have any suggestions that would enhance the depth or playability of the Player Manager 2, please write to us.

- One M. byte minimum memory. An additonal disk drive may also be required.
- Full implementation of KICK OFF 2 and FINAL WHISTLE wherever possible. A double tactics editor will also be included.
- Three division leagues with 64 teams. Two Domestic and two Europeans Cup Competitions.
- A young player must be nursed to the first team place otherwise he may burn out quickly.
- Numerous factors can cause player stress which will play a very important part in his individual match performance.
- Captain appointment. Man of the match, Manager of the month and the year awards.
- Manager performance to be put under tighter scrutiny. i.e. failure to get promotion after awhile or maintain the position at the top may lead to being sacked.
- Introduction of some really astute and high spending computer managers. A Player Manager may also get an offer to manager another team in the league.
- Facility to see the stats. of every player in the league and on the transfer market. Only transfer listed players will have price indication.
- Option to bid for a player not transfer listed and overseas players. Introduction of Scouts.
- Much improved match report with information on scoring attempts, keeper saves & possession in each half of the match.
- International caps awarded and also compulsory retirement of players reaching maturity.
- Improved financial structure. Multi-players option.
- Improved coaching with facility to concentrate on an individual player.
- Invisible management stats. influenced by individual player and team performance.
- Referees, pitches and wind may be implemented. Pre-season friendlies.

SUGGESTIONS THAT CANNOT BE IMPLEMENTED

- Enhanced graphics or facility to edit player names. Both of these take up too much memory.

Each letter received until 15th July 1991 will go into a draw. First 10 letters drawn will receive an autographed copy of Player Manager 2 and next 10 letters drawn will receive £10 record tokens.
Now is your chance to help us create a game you want. Take it and you may also win a prize.

Please address the envelope to the address below:

ANCO

PLAYER MANAGER 2, ANCO SOFTWARE LTD.,
UNIT 7 MILLSIDE IND. ESTATE, LAWSON ROAD, DARTFORD, KENT, DA1 5BH

QUICKIES

A blast from the very distant past – soon to be reaching your Gameboy screens is *Burger-Time*, the thoroughly cookin' coin-op originally released almost a decade ago. The game has been absent from the home entertainment system scene since the halcyon days of the Coleco...

With the release of the Super Famicom pending in the US with a price tag rumoured to be in the $179 – $199 bracket, there are whispers from the Sega and NEC camps that a price drop for their 16-bitters isn't entirely out of the question...

Three cheers for Nintendo, who has dropped all exclusivity restrictions on its licensees. This means that any title produced for the NES or Super Famicom can now appear on the Master System and Mega Drive.

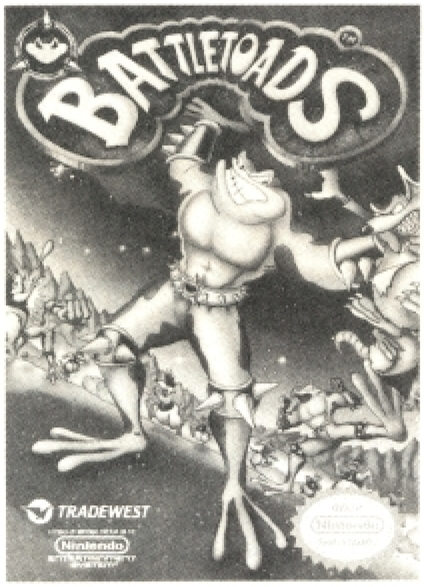
Megaman fans will be pleased to hear that those clever Capcom bods are currently hard at work on *Megaman 4*. It should be ready for release early next year, along with *Super Ghouls 'N' Ghosts*. Sounds good to us!

Now on the market in the USA – a full-size arcade cabinet all ready and waiting to accomodate any console (including Neo Geo and Super Famicom). The unit features a 25-inch RGB monitor, stereo speakers, two built-in 20-watt amps and a matching stool. The seat is not just a seat, though, it's actually an 8-inch subwoofer with it s own 40-watt amp – just the ticket for those who like the idea of having their bottoms wobbled by particularly powerful waves of bass. Yours for a meagre $2,400!

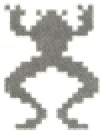
Fancy a little four-play? Then watch the shelves at your local import emporium for the new four-way link-up lead for your Gameboy...

Out imminently and top notch: a stonking conversion for the PC Engine of one of our fave arcade adventures, *The Legend of Hero Tonma*. The full beef to follow in a future ish...

We hear whispers on the grapevine of a jolly substantial price drop for the Sega Master System. The new proposed price? A mere £59.99.



TOAD MANIA!



One game we're really looking forward to getting our mitts on is *Battletoads*, a beat 'em up on the NES that's a spondicious spoof of The Turtles' antics. You take the role of a homicidal frog-beast and, from what we've seen it's a card-carrying corker! We especially liked one tall, thin, breed of baddie which can be beaten to smithereens in order to use their limbs as handy weapons.

MOTIVETIME'S GOODIES



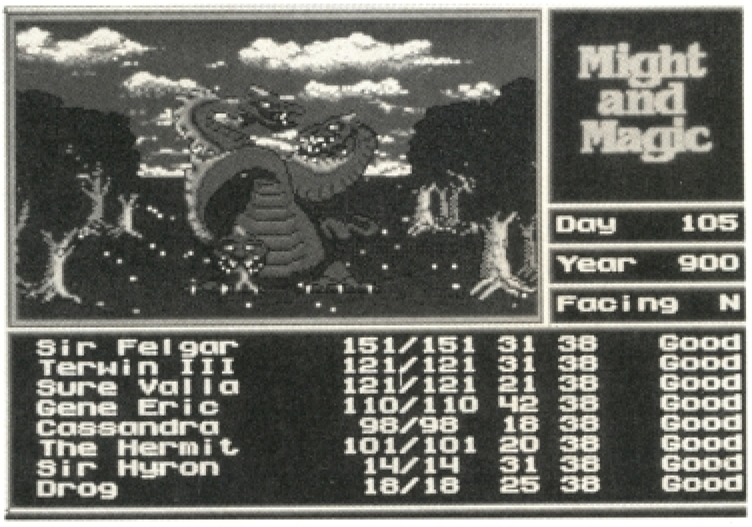
Motivetime (the folks responsible for the award-winning *Dragon's Lair* on the NES) have finished work on their conversion of *Space Ace*, which promises some 'best ever' animation. Their work for Nintendo has also spawned *Talos*, a particularly fab puzzley adventure which is one of the first games to use an impressive new anti-blur system that makes Gameboy graphics smoother and more definined. Also, watch out for their *Paperboy* on the Mega Drive. Although there have been some neat versions on various formats, this Mega Drive shebang has been lovingly crafted using much of the original source code, plus graphics and sampled speech whipped directly from Tengen's coin-op original. It therefore promises to be *the* definitive conversion.

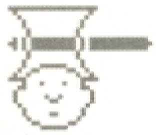
GREMLIN'S CONSOLE FAYRE



Those terribly clever folks at Gremlin software are currently beavering away on all sorts of console goodies. Soon to be ready to rock: *Mindbender* for the Gameboy, *Supercars* on the NES and *Impossamole* for the PC Engine. On top of all this, rumour has it that the Gremlin chaps are also one of the very few teams working with a sizzling Super Famicom development kit. We're looking forward to seeing some of the fruits of their labour...

EA BECOMES ADVENTUROUS





If you're a Mega Drive owning adventure-game fanatic, then you'll soon be saying three cheers for Electronic Arts, because it's just converted three home computer adventure hits. The capers in question are *Might And Magic, Gates To Another World, King's Bounty* and *Faery Tale Adventure*. However, if swords and sorcery aren't exactly your bag, EA might still be able to please you with its other new release, the *Welltris*-style puzzler, *Blockout*.

THE PANTHER

The Panther's ears must be burning. Yes indeed, having been kept well under wraps for what seems like aeons, Atari's new 16-bit hunk of hardware has established itself as the most popular subject of speculation since lord knows what. Rumours have ranged from the sublime to the ridiculous but now your super soaraway Console Action, the voice of reason, has managed to lay its sticky mitts on some sturdy, straightforward and truly sizzling info for your perusal. And judging from what we've heard, it seems that the Panther is going to be a very noble creature indeed. Those who have seen it have come away babbling about stunning graphics, mindblowing sound and some of the best animation capabilities ever seen. Indeed, some have rated it as better than the Super Famicom and gone so far as to call it the ultimate console. But the ravers might possibly have been from Atari, so we'll reserve such grand judgements until we've seen one ourselves. For now, heres the beef:

WITHIN THE BELLY OF THE BEAST

A 68000 processor, running at 16 Mhz (compared to the Mega Drive's 8Mhz and the Famicom's 12Mhz). The Panther also boasts a memory comprising 32K of fast static-Ram, 64 K Rom, and 8 Kbytes reserved solely for sound.

SOUNDS LIKE...

We're talking glorious stereo, plus much much more, thanks to a 29-bit digital sound-signal processor, various filters and other natty gizmos. Special features include 25 separate voices, each with independent volume!

THE SILVER SCREEN

Think 320 by 200 programmable, non-interlaced pixels and now get your head round this – 32 colours per line from a palette of 262,144 colours and - wait for it – a remarkable 7,860 on screen at any time!

GRAPHIC DETAIL

Hats off to the Panther's special 32-bit graphics processor which runs at 32 Mhz! For this wee gem enables 2,000 (2,000!) sprites to be displayed and manipulated onscreen at the same time, plus not only the usual horizontal and vertical scrolling, but also a plethora of trickier moves like zooming and shrinking.

PERIPHERALS

Aside from a standard joystick, there's the promise of paddles, a light-gun and an infra-red remote unit, plus CD-Rom in the pipeline.

CAN WE TALK GREENBACKS?

There's no word as yet on a price, but grapevine chat has been suggesting a lower tag than that of the Mega Drive. Phew!

WHEN CAN WE CAN GET INTIMATE?

There's talk of a Christmas '91 release for Europe, and rumours of a possible earlier unveiling in the US, perhaps in September or October. This would coincide with the launch of NES's rival Super Famicom, and the Panther could certainly knock some of the wind out of its sails (and, more to the point, out of its sales).

STOP

CONSOLE CHEATS!

Warning: Reading this section could turn you into a liar and a cheat... so what are you waiting for?

ARNOLD PALMER GOLF

(Mega Drive)
Enter 'EUE' on the password screen to pack extra power into your drive. You'll find your balls will go a lot further (oo-er).

SHADOW DANCER

(Mega Drive)
Wanna start on the level of your choice? Just hold down all three buttons on the title screen.

AFTERBURNER II

(Mega Drive)
To start on the level of your choice, wait for the second title screen, then hold down A, B, C and Start.

TV SPORTS FOOTBALL

(PC Engine)
To notch up a 15 rating in every attribute for your team, try this trick: first select your opponent's team, then push Button II, Down, Up, Down, Up, Down, Up, Up, Up and Button II again.

PIPE DREAM

(Gameboy)
If you've got the game, we've got the passwords (actually, we've got them regardless of whether or not you've got the game, but there you go).
Level 5 - HAHA; Level 9 - GRIN;
Level 13 - REAP; Level 17 - SEED;
Level 21 - GROW; Level 25 - TALL;
Level 29 - YALI.
Also try entering 'PIPE' for a secret variation on regular gameplay.

GAIN GROUND

(Master System)
Before turning on your machine, hold down buttons 1 and 2, and the joypad up. Keep 'em in place while you switch on, and you'll find yourself at a secret options screen where you can select the level you want to start at.

MS PACMAN

(Lynx)
Need more lives? You can swipe five of the devils by pressing PAUSE, OPTION 1, B, B, A, A, OPTION 1, UNPAUSE. If, on the other hand, you fancy the idea of commandeering a superfast Ms Pacman, try this: PAUSE, OPTION 1, A, OPTION 1, UNPAUSE.

HARD DRIVIN'

(Mega Drive)
Ever wanted to play the practice track with the added challenge of regular traffic thrown in? Look no further. Just play a normal game, then when you're back at the title screen, press C for options, and set the game to practise mode. Now press B, then C, followed by Start.

CALIFORNIA GAMES - SURFING

(Lynx)
For a surprise, try this: lose two of your lives, then just stay on your board, wait for the time to run down to about three, and steer yourself off the bottom of the screen to lose your last life.

BUBBLE BOBBLE

(Nintendo)
To try your hand at level 99 - just a breath (or, to be more precise, a level) away from the big boss himself - just key in 'GEJJJ'.

TENNIS

(Gameboy)
Hit buttons A and B simultaneously for a superfast serve that'll smite your foe (hopefully).

MEGAMAN II

(Nintendo)
Don't miss out on this incredibly neat opportunity to nab lots of 1-ups: be sure to conquer Woodman to get his leaf shield, then, in the Airman stage, switch it on and stand still as soon as you see the bird-type thingies. The shield will zap the flighty fellows , some of whom will leave you lovely, lovely1-ups. Wait for long enough, and you can bag a very decent amount indeed.

Thanks for all your spiffing cheats. Please keep 'em coming, and don't forget – there's a prize every issue for the best one we print.

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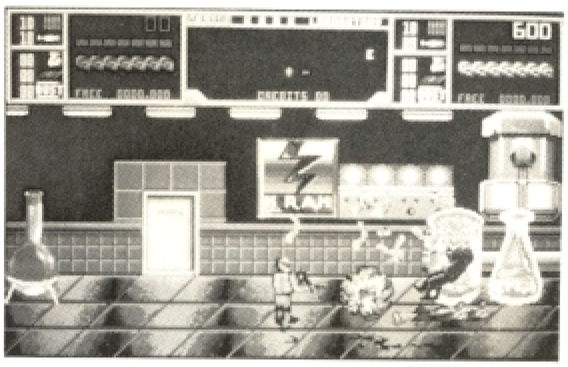
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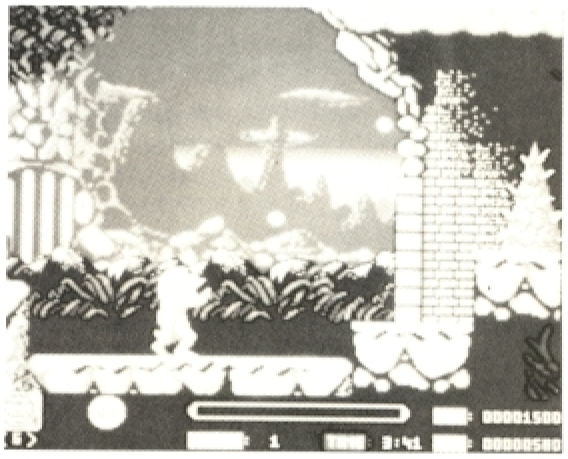
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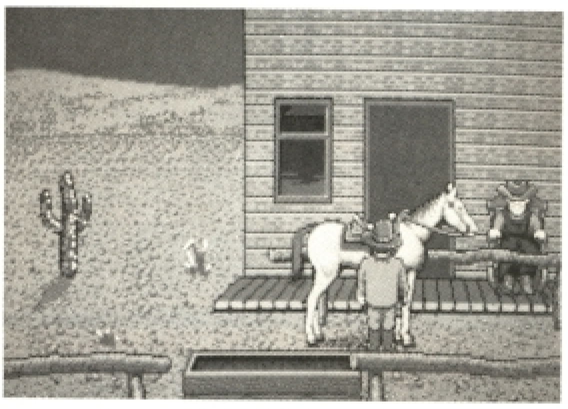
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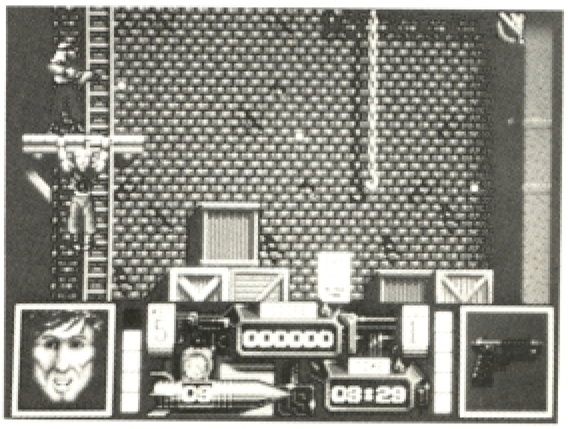
NARC
ST/AMIGA



TOKI
ST/AMIGA



BILLY THE KID
PC



NAVY SEALS
ST/AMIGA

DÉJÀ VU

The only page with more repeats than BBC1, gives you the chance to see old(ish) games on new formats. Same as it ever was?

B.A.T.



UbiSoft/£29.99/Out Now

ST

Paul: As we all know, the novellas which accompany this sort of game can be pretty off-putting. Now the rot has spread to the instructions. Take this, for example: "Our aim was never to create a computer game as such. As a writer we would have written a novel, as a film maker we would have made a film" – yeah, and as a lavatory attendant I'd have cleaned the toilets.

That said, *B.A.T.* is a game of impressive scope. A futuristic adventure set on the sort of grim planet beloved of post-apocalypse sci-fi films. It's all dark and broody and littered with people who you're unlikely to see at a vicarage tea party. The screens, though hardly animated, are rich in colour and atmosphere. The music (Ad Lib) gets monotonous after a while but suits the game's mood.

That's the look, what of the game proper? Well, a bit irritating to be honest. Moving the cursor over the screen changes it into different symbols depending on the available options, (ie if the cursor is over a person a speech bubble comes up, if it's over a door an arrow pops up). This is designed to make things easier but can be an added hassle since more often than not clicking the mouse resulted in the cursor moving off the right place and onto something or someone which interested me not one wit. No, honestly, I didn't want to talk to the woman in the leather corset, I wanted to drink my double bangle slammer on the rocks!

B.A.T. boasts a big, big world and a dangerous one at that. Despite what the manual claims, it is also alarmingly easy to get killed. However, if you've got the ken for this sort of game then there are plenty of rewards to be had out of the blighter.

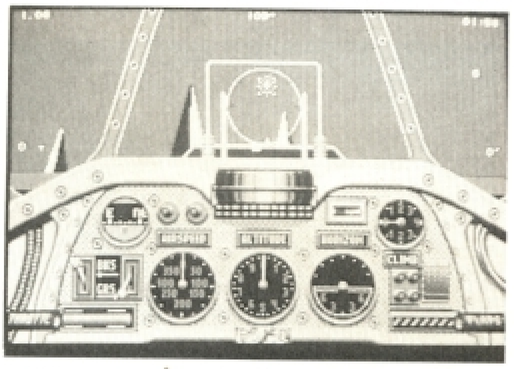
GRAPHICS 86	ADDICTIVENESS 83	OVERALL 82
SOUND 83	EXECUTION 84	

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER 2.0

Electronic Arts/£25.99/Out Now

AMIGA

Paul: Putting me in an advanced flight sim is a bit like putting a prize heifer in an antique china shop. Poor old Chuck flinched and winced as I thudded and skidded across the airstrip, took off for all of 30 seconds before executing what Chuck politely described as a "Carriage up landing" – I belly-flopped across the field and skidded gracefully into the hangar. Ah me, I suppose I can't blame Chuck, I'm just not cut out to be Biggles.



In my defence *AFT 2.0* is far from easy. It leans much more towards sim than game. This is clear from the detail of the flight controls, and more importantly, from the missions. There's no screaming across the landscape at a height of 10 feet before unleashing 18 Mavericks at a railway bridge with the Flying Scotsman crossing it. The nearest you get to combat is crashing into your wing men when flying in formation. As for drama, well... there are races but definitely no shooting.

Real sim enthusiasts will love the realistic control, the number of options and the range of planes and courses. However, even they may be disappointed by the slightly jerky graphics, even at the lowest detail setting.

GRAPHICS 77	ADDICTIVENESS 80	OVERALL 78
SOUND 75	EXECUTION 82	

WONDER LAND



Virgin/£29.99/Out Now

ST

ZERO HERO

Paul: Since *Alice In Wonderland* is littered with the sort of puzzles and warped logic beloved of adventurers it seems an obvious, even an easy, subject to turn into an adventure game. However, *Alice* is also the sort of book that people get all sentimental and protective about. It would have been very easy to produce a game with all the puzzles but none of the magic of the book. Virgin have come up trumps though. *Wonderland* captures the atmosphere and illogical logic of Alice's adventures, is challenging and about as friendly as a text adventure can be.



Text adventure? The phrase is enough to strike a chill of boredom into the hearts of many a serious gamesplayer. Hours of "I do not understand walk", "Please say that another way" or "What does F*** Off mean?" However, *Wonderland* has an imaginative and friendly system. It's all rather like using an Apple Mac with menus containing useful verbs and items. You can even design the screen layout to your own requirements.

Obviously there is an element of typing and *Wonderland* is not immune from those smug messages that are so irritating when you're trying to find the right words (rather like... oh, never mind). To distract you from the awful textualness of the whole thing there are some very attractive graphics, many of which are beautifully animated (fully bearded texters can always switch the graphics off).

Wonderland is an excellent conversion of a great book. However, when all's said and done, despite the graphics and the user-friendliness, what we have here is a text adventure. Let that influence you as you like.

GRAPHICS 87	ADDICTIVENESS 90	OVERALL 90
SOUND 70	EXECUTION 90	





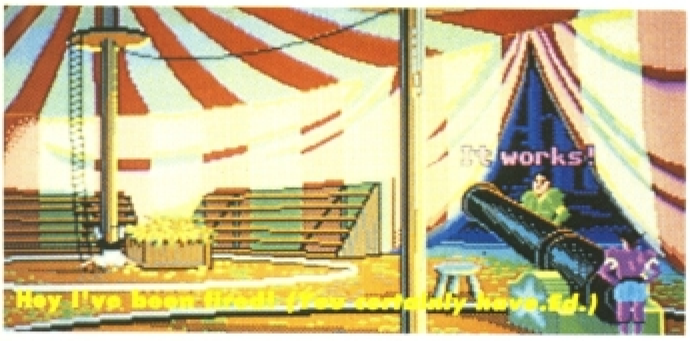
THE SECRET OF MONKEY ISLAND

Lucasfilm/US Gold/ST & Amiga/ £29.99/Out Now

Hurrah! *The Secret Of Monkey Island,* Lucasfilm's eagerly awaited graphic adventure has arrived on ST and Amiga. Although strictly speaking it belongs to the genre favoured by people with copious amounts of facial hair, *Monkey Island* is one game you shouldn't pass by. You play the part of Guybrush Threepwood, the sort of bloke who'd get comatose after sniffing half a pint of grog. Your task is to help him become a pirate – yep, you've got to turn him into one of those fat, filthy types with a triangular hat and a gold tooth. Oh, and you've got to find out the secret of Monkey Island as well, of course.

For those of you in the dark about 'Cinématique' style graphic adventures, this is how they work... On the bottom of the screen run the verbs expressing the variety of things you can do with Guybrush (oo-er). You then scan the screen with your mouse and decide what it is you want to do. So, for example, if you want Guybrush to be flushed down the toilet, you click on 'Use' followed by 'toilet'. It's that simple!

Anyway, back at the game proper, you are set three trials to prove your mettle in sword fighting, thievery and treasure hunting. With a myriad of characters and animals to interact with, you're entrusted with Guybrush's destiny. Will he find out the secret of Monkey Island (known only to the evil ghost pirate Le Chuck) and will Governor Marley fall in love with him? (Not if she's got any sense, she won't.)



Hey I've been fired! (You certainly have. Ed.)





Amaya: An island full of monkeys – ooooh, how wonderful, it'll be just like Gibraltar, I thought. Will they be wearing little red and white dungarees with matching hats or will the little cuties be *au naturel?* Aha! I'd obviously been persuaded to play this game under false pretences – there were no cuddly little primates in sight, not even the merest glimpse of a tiny pink bottom. Instead there were simply zillions of ruddy pirates of every size, shape and colour everywhere – enough of the blighters to stage an Andrew Lloyd Webber musical of *Long John Silver* without any extras.

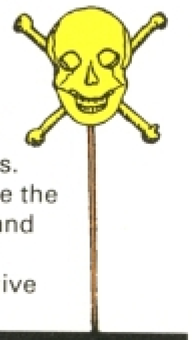
Once I had reconciled myself to this disappointment, I had to cope with the hero. Guybrush Threepwood isn't exactly an awe-inspiring sort of name. Oh, he'll be really wet, I thought. But, in actual fact, he'll be as wet as you make him – you choose what he says, you see. And that's one of the fab things about this game – you can make him as polite or rude as you like. I chose the rude route, to spice things up a bit. Let's face it, when encountering a fearsome, swashbuckling pirate isn't it infinitely more exciting to say "Prepare to die, you filthy grog-swilling pig" than "Sorry to bother you, I'll just be on my way"? Although the humour was often of the corny American type, I did actually laugh on many occasions.

The variety of characters and scenes were not only amusing but also a vital factor in maintaining my interest. Whether trekking round the path, going to the village, having a bit of sword training or visiting the ice maiden (Governor Marley herself) the game becomes more addictive as you gather a plethora of objects for future use. For not-so-hardened adventurers, er... like myself, the difficulty level seems pitched just right. Normally I would scarper immediately at the sight of an adventure game, but I literally had to be



torn away from *Monkey Island.*

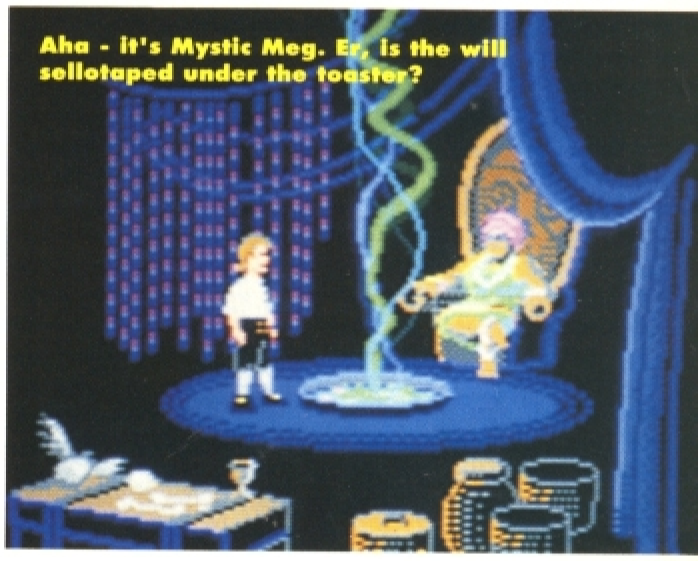
Imaginative touches to the different settings such as the cannon trick at the circus, the talking dog and the fortune teller's disappearing act really make the game. In addition, the arcade elements where the evil Le Chuck is seen in his ghost ship and the way a swordfight incorporates a clever technique of verbal insults all serve to enhance the well-implemented graphics. Sound effects are very, er... effective, and a bouncy ditty accompanies the animated scenes.



The only irritating aspects were the disk swopping, flip-screen waits and the total lack of monkeys, but the game's so good that you can forgive it almost anything. In fact I think I'll give it a ZERO Hero, 'cos when it comes down to it, *Monkey Island* is definitely the monkey's nuts.

HASSLE FACTOR: 3
Alas - constant disk swopping and flip-screen waits.

GRAPHICS 87	ADDICTIVENESS 88	OVERALL 91	STOP
SOUND 82	EXECUTION 90		



Aha - it's Mystic Meg. Er, is the will sellotaped under the toaster?

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SUPER CARS

GBH/ST & Amiga/£7.99

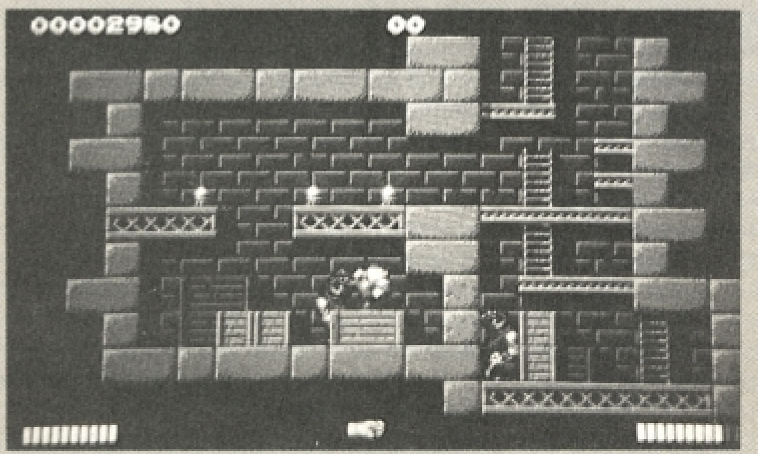


Bloggo: Ooops. Call me controversial, but I've always held a dim view of sequels. The original *Super Cars* was great, but although the sequel features a neat split-screen two player option, I preferred yer actual gameplay of the first game.

Anyway, now you've got the chance to find out for yourself – *Super Cars* is one of the first releases on Gremlin's new GBH budget label (*Footballer Of The Year* should be in the shops by now as well). The game takes the old tried-and-tested top-down racing game and gives it state of the art additions. The whole thing's colourful, slick and as smooth as Kojak's bonce – there are even Cinemaware-style inter-race sequences for the shop, winning sequences etc. Win races and you'll earn enough dosh to soup-up your motor and even add rockets for a little extra help. The whole thing is still great fun, and for under a tenner it's a cert to warm up my overhead camshaft (hur hur).

OVERALL SCORE 89

SWITCHBLADE



Kixx/ST & Amiga/£7.99

Bloggo: Seems a bit unfortunate that just as Gremlin is trying to flog the sequel, Kixx is releasing the original and arguably better title for a farthing under eight squid. *Switchblade* puts you in the role of Hiro, the only surviving Bladeknight – a sort of Japanese comic-style hero. The idea is to find a fireblade – the missing weapon by which the Bladeknights (good guys) kept Havok (bad guy) at bay. The catch is that Havok broke the weapon into 16 pieces, so you've got to find all the bits, knock 'em back together and take the bast out! The whole thing is set in a huge multi-scrolling underground complex that's crawling with baddies and the game has a sort of *Rick Dangerous* feel to it. The central sprite and all the graphics are very small and cartoony, but the puzzle elements lift this title well above the average side-view arcade adventure. Though a tad dated, it's a corker at this price!

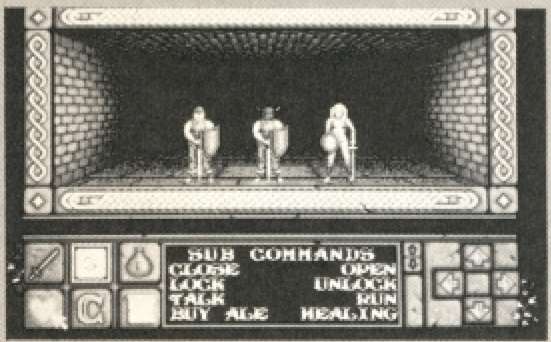
OVERALL SCORE 89

GALDRAGON'S DOMAIN

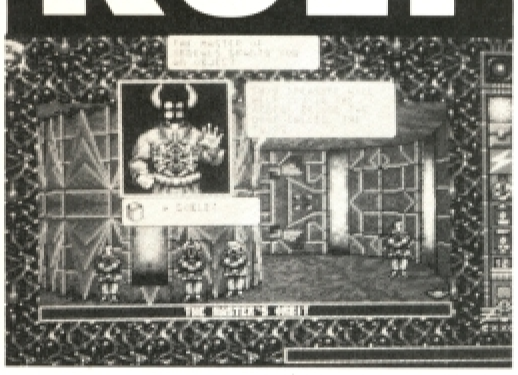
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Bloggo: *Galdragon's Domain* is a neat purpose-written budget with swish colourful graphics. It's a mouse-driven, dungeon-exploring romp stuffed with loads of different baddies including a top-of-the-range Medusa. You've got five gems to collect from locations on a large map featuring castle corridors, underground caverns, temples and outdoor locations. It might appeal more to adventure buffs because of the lack of arcadey bits. Still, if you're into D&D-style adventure, *Galdragon's Domain* compares well with several full-pricers of this type.

OVERALL SCORE 87



KULT



Action 16/ST & Amiga/£7.99

Bloggo: The ZERO weirdometer has been working overtime, with the amount of French software we've been looking at lately, and *Kult* wasn't the sort of game to give it a breather. It was coded by Exoss, the spook French outfit who coded *Captain Blood* and *Purple Saturn Day*. *Kult* is a first person perspective, mouse-driven adventure where you, as an 'Offa' (alien with psi-powers) have to complete five 'ordeals' (puzzles) in order to acquire the status of 'Divo', before stomping off on a more familiar adventure-style thing to rescue a chick. (There had to be one somewhere, didn't there?) The whole thing is attractively presented, and though it takes some getting used to, it's quite an addictive little number.

STOP

OVERALL SCORE 88

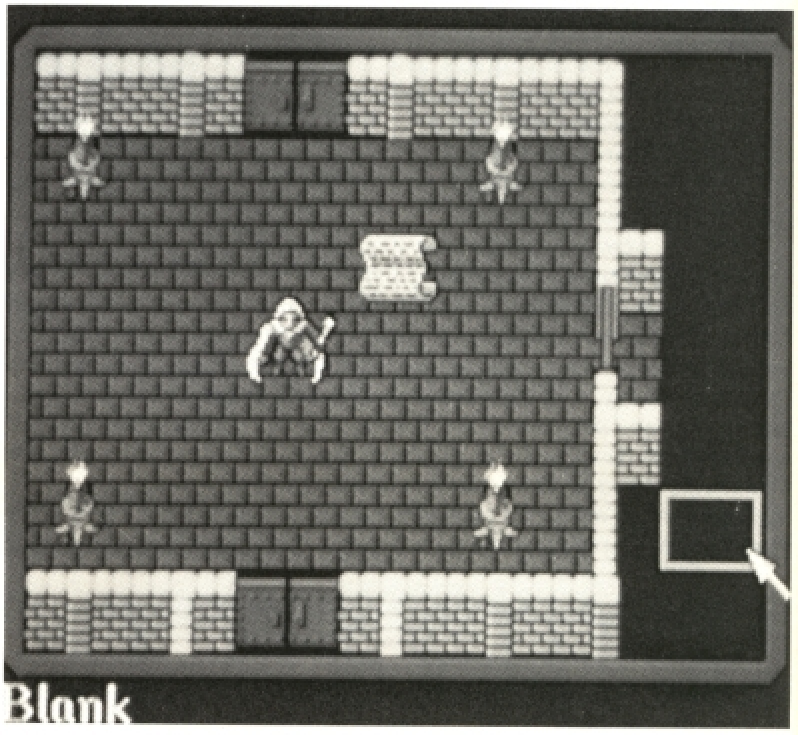
CRYSTAL TIPS*

*AND ALISTAIR

LORDS OF CHA

Laser lout *David 'McVicca' McCandless* dons his plastic beard to delve into *Lords Of Chaos*, and a nice woolly cardigan to bring you some PC pokes. (*Omigawd, he'll be Morris dancing next! Ed.*)

Zarlock the necromancer wiped a bead of sweat from his creased brow. "By the Gods," he exclaimed. "This *Lords Of Chaos* game is a bit chuffing hard." He gazed at his menagerie of magic creatures, and wondered how such a bunch of manure machines could ever aid him in his conquest of the evil sorceress, Kal'ashni Kov. He opened his spell tome and gazed down the list of creatures he could summon: apes, centaurs, lizards, Julian and Nick Gollop, spiders and... "What? Julian Gollop? Ahh... the programmer – he'll be able to help me, surely." Zarlock uttered the magic words: *"Flying Insights* by Chuck Yeager." There was a brilliant flash, and Julian and Nick materialised, clutching sheaves of playing tips. *(Why couldn't you just say: "Here's some tips by Julian the programmer", eh? Ed.)*





Billy The Unicorn could never quite shake his reputation for being 'a bit sheepish'.

SCENARIO 1
The Many Coloured Land

1 Zarlock surveyed the festering quagmire that was level one. Once he had the positions of proposed construction or engineering works set out on the ground , he dismantled his theodolite and took a deep miasmic breath. There were an unusual amount of mushrooms in the swamp, so he decided to conjure a squadron of bats to go out and collect the 'shrooms and other objects before Kal'ashni Kov's minions got their slimey paws on them.



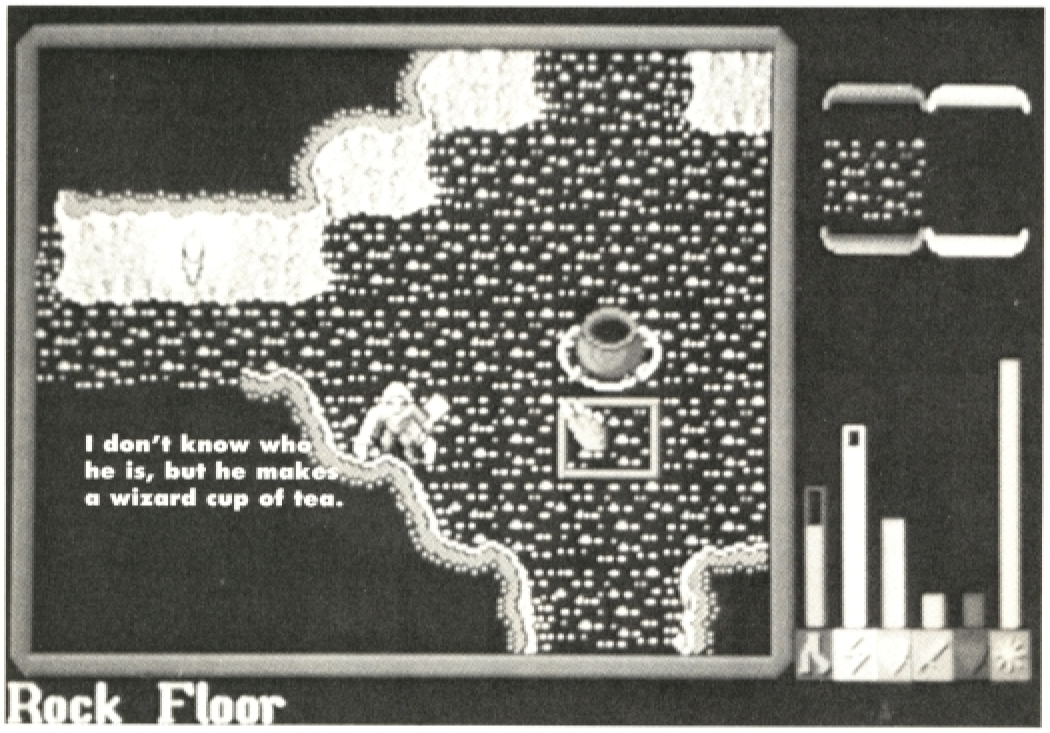
2 While his bats were out, Zarlock busied himself by seeking out the house where Kal'ashni had set up shop (or 'boutique' as she was a woman). Once he had detected her evil presence in one house, he immediately ventured to the remaining two houses to scupper all the useful objects therein.

3 Zarlock's bats returned, squealing and bumping into things (as bats do). They dropped their catch in the middle of the room. Zarlock eyed it disbelievingly. "One coke can, two lumps of poo and a signed picture of Henry Kelly," Zarlock spat. "There are four cheats brimming with objects in the treasure room, and you brought back an autographed beard!" Zarlock's wrath was so great that he used his wand as a magic ranged weapon to vaporise the bats. Zarlock had never really liked bats.

SCENARIO 2
Slayer's Dungeon

1 Zarlock was annoyed. There was a mad dwarf wandering the dungeon, dicing and casseroling all his creatures. The word on the street was that the dwarf had a permanent strength and protection potion in effect. It was SuperDwarf, in fact. It was only when the miniature man of steel burst in, threatening to kill Zarlock while he was

S OF HAOS



I don't know who he is, but he makes a wizard cup of tea.

in the toilet, that Zarlock realised he could cast a subversion spell on the spritely small person. Now Zarlock and SuperEwok are best buddies.

2 The pits in the pit room were causing Zarlock some consternation. They were open and his stupid, thick, creations kept tumbling negligently into them. It was only by some clever positioning of his creatures on the buttons that sealed the pits.

3 Zarlock was salivating for treasure. He had gotten bored of all his baubles, earrings and navel studs. His gold ingots and platinum necklaces looked so bland – he needed some new treasure and he needed it NOW! The only route to the treasure room, however, was along a long straight section of molten lava. Zarlock considered making a few litre bottles of healing potion to see him across the lava, but plumped instead on riding a mount like a centaur or a unicorn. Grinning broadly, he straddled a centaur and trotted across the molten rock. "Ho-hum," he giggled as the centaur's hooves started to melt. "Oh, damn," he exclaimed as he sighted the huge sentinel guarding the rickety bridge. It was huge and looked a tad strong. Luckily, Zarlock had both enchanted weapons and a strength potion. He leapt nimbly off his mount before it melted completely and slew the guardian.

4 Zarlock giggled and inflated his chest in a proud 'I've-just-killed-the-massive-guardian' sort of way. He clambered hungrily towards the treasure room but stopped abruptly in his tracks when he sighted the two red dragons waiting there. "It never rains, it pours," he muttered philosophically. He remembered there was a back passage to the treasure room. "Hah," he laughed cunningly, as the words 'back passage' reminded him of several amusing jokes he knew. Slowly and carefully he flew off the rickety bridge, around the chasm and into the back entrance of the treasure room. Zarlock had done it!

SCENARIO 3

Ragaril's Domain

1 Zarlock was in a strop, bascially. He was trapped in Ragaril's Domain, a torturous lethal dungeon of puzzles and traps. Not wasting a moment, he quickly summoned a few guard-style creatures and placed them around the 'arrival' teleports, so they could quickly bump-off any horribles that 'arrived'.



2 Coming across a nigglingly strong glass case in the weapons room really riled Zarlock. Cursing, he flung fireballs and lightning bolts at it, to no avail. Then, completely by accident, he threw a spider at the glass in a fit of pique. Surprisingly(ish) the case broke.

3 Zarlock gradually realised that if he wanted to reveal the hidden doors, he'd have to place the 'Sun', 'Moon' and 'Ankh' symbols on the altars. "Bloody hippies," he hissed.

4 The speed floor was causing Zarlock a little puzzlement. No one could cross it. Not even Zippy Speed McFlash, the fastest pixie in the world. Then Zarlock was struck by a thought. "What if I put a rider on a Pegasus and then give both of them a speed potion. Then they should be able to cross (fingers crossed)." It worked as well.

5 Subversion again worked well on this level. Two nasties had given his vanguard some gyp across the chasm with some magic chuffing bows. Zarlock stepped in and lobbed a few subversionaries into the fray and added magic bows to his armoury. The green fire following also made him pause for thought. But Zarlock shrewdly cast a massive flood spell to douse the flames.

6 A wooden floor closed off Ragaril from the outside world. Zarlock torched the wall with a fire spell and flew out of the room. Luckily, Zarlock had prepared a few potions and enchanted some weapons before tackling Ragaril and his monster following.

GENERAL TIPPERY

1 A wizard receives 4% of his original mana per turn, so you should increase your mana to at least 100 so he'll get loads of mana per go.

2 A healing potion is always useful. If you sustain a fatal wound you will eventually die unless you drink the aforementioned potion.

3 Pixies are small and irritating but are permanently invisible. Excellent for scouting and collecting objects.

4 Teleport spells are useful for the wizard in a no-win situation (ie surrounded by sixteen demons, a dragon and numerous undead).

5 You should have at least one spell out of the Fire, Tangle Vine or Blob as these spells are wide-reaching and can damage all creatures (including undead).

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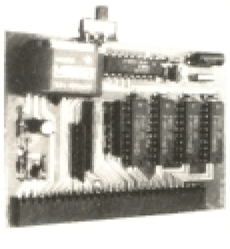
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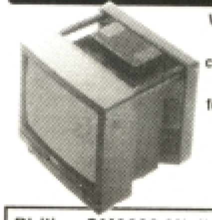
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PC POKES

These pokes for the PC (the computer favoured by the cardigan and carpet slippers brigade) have been haunting my vaults for ages. In fact, Michael Savva (for 'twas he who sent them in) probably has a beard, three kids and a mother-in-law by now (mind you, if he's a PC owner he probably had a beard when he originally wrote in). Anyway, he's got some excellent pokes that can be used by all owners of PCs.

XENON 2

First apologise to Jon North and his *Hex Life* for trespassing on his territory, then prepare a disk with a text editor and DEBUG.EXE. If you don't have a text editor *per se,* then use your word processor as long as you can save the resulting file in ASCII as CHEAT.BAT. DEBUG should be secreted somewhere in your system folder. Anyway, type the following:

```
REM XENON 2 BY MIKE SAVVA
GOTO RUN
E 456B 90 90 90 90 EB
E 4529 90 90 90 90
W
Q
:RUN
REN B:\XENON2.EXE  CHEATER.CHT
DEBUG B:\CHEATER.CHT  <CHEAT.BAT
REN B:\CHEATER.CHT  XENON2.EXE
B:
XENON 2
```

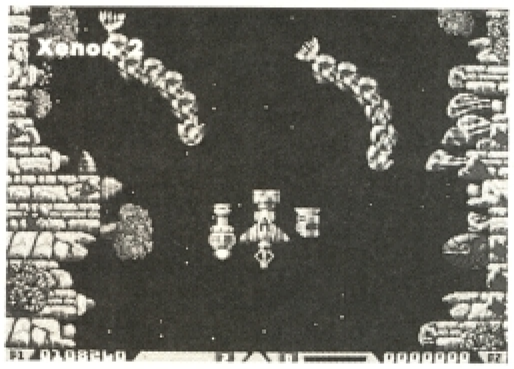
RUN the program, after saving it, by typing 'CHEAT'. Put the *Xenon 2* disk 1 into drive B (if you own a 40Mb mega-woofer hard disk with *Xenon 2* on it, then change all the 'B' notations in the listing to 'C'). Done that? Right, follow all the instructions and ignore any errors.

OUTRUN

The above instructions also apply for this poke (er... except the cheat will only work on the EGA version).

```
REM OUTRUN BY MIKE SAVVA
GOTO RUN
E 3B44 90 90 90
W
Q
:RUN
REN B:\OUTEGA.EXE  CHEATER.CHT
DEBUG B:\CHEATER.CHT  <CHEAT.BAT
REN B:\CHEATER.CHT OUTEGA.EXE
B:
OUTEGA
```





SEND! SEND! SEND!

Come on then. Let's have 'em. You know, all your stuff – tips, cheats, maps, solution, tenners etc. Send all and sundry to: David McCandless, 'Am I a Shandy Drinker Or What?', ZERO, 14 Rathbone Place, London, W1P 1DE. Yo!

AUNTIE MACCA

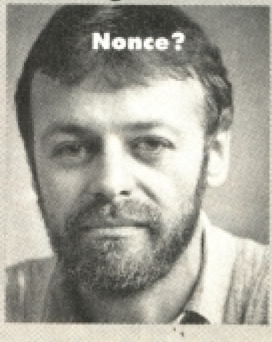


A bumper 'Summer Special' edition of Auntie for you this month. All your games queries solved, all your niggling doubts of self-consciousness dissolved, all your friends beaten up! Let's see what Auntie has to say this month: "Stop young people from playing their 'pop' music too loud by breaking their elbows with a king-size baseball bat." Thanks Auntie.

Stephen Francis and **Shaun Lewis** of Norfolk are having difficulty escaping *Captive*. Well, *quelle surprise*, I say. What do you expect, guys, playing a game called *Captive*? The whole idea is that you *are* imprisoned. If you were meant to escape they'd've called it *Free As A Bird* or *The Count Of Monte Cristo*. Anyway, *apparently*, Shaun and Stephen have passed the Nattan security gate, but "are unable to find any way of progressing further". They also need help desperately with operating cameras (?), the Magna scan (??), the Greaser (???), the deflector (????), and the Vision Corrector (? x 100). So if anyone can help these no-hopers, write to the usual address. You *might* (and I stress that word) win a prize.

"Could you please, please, please, please help me," begins **Gurjit Lalli** in his letter. What are you wittering about? "I have got this game *XR35* and for the past three years I have tryed (sic) to complete it and had no success." I'm not at all surprised. I've never heard of it and you can't spell. What a combination. Get lost Gurjit! "If all this sucking up your disposal passage isn't enough how about I'll send you a tener (sic)?" Now you're talking, Gurjit mah man. Can anyone help this fine upstanding bloke? Anyone heard of *XR35*? Write in.

Long-standing bane of all adventure players (ie nonces) is still *Chaos Strikes Back*. A certain pair of merry adventurers sent me a complete solution, which I was set to print. Unfortunately, due to British Rail, The Roman Empire and Jeremy Beadle (and sundry other scapegoats) I lost the thing. So, if those two budding adventuradoes are reading, SEND IT BACK IN!!! (Please) to help **Mrs. M. Lloyd** and everyone else who's written in. *(But no one else has written in. Ed.)*



GUTLESS GULLY

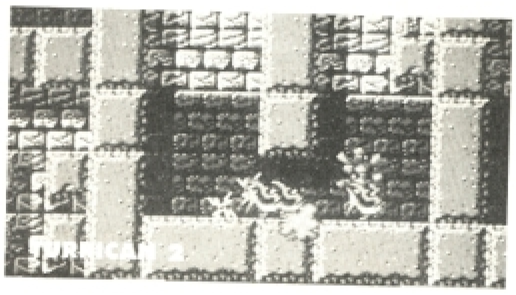
In December 1943, Doctor Albert Shandy synthesised a new liquid chemical. Quite by accident he drank some and immediately began to feel giggly and talk incessantly about fishing and the diameter of the carburettors in the 1982 Austin Allegro (Series B). By 1991, shandy was a widely abused drink. Those hopelessly addicted to Top Deck come to this place to seek solace... to Gutless Gully.

CHIPS CHALLENGE

Here's another selection of self-indulgent, programmer's wives, in-joke cheat modes for you this month, starting with the rapier-like wit of the *Chips Challenge* cheat mode. **Bjarni Thor Thorsteinsson** says (and who, frankly, are we to disagree?) that you must press 'F' once to flip the screen and then enter the following secret phrases: 'SAGITTARIANS MAKE BETTER LOVERS.' (Infinite keys, water and fire shield), '09/12/57.' (Infinite time), and 'I THINK THEREFORE I AM.' (No chips have to be collected). Don't forget the spaces or the fullstops. Oh, and 'C' to jump levels.

TURRICAN 2

Coming a close second to *Lemmings* in terms of sackfuls of mail is that popular laser 'em-up *Turrican 2*. **Max Moore** has sent in this little emergency tip: "When stuck in a tricky situation, turn on autofire, turn into a gyroscope and then press fire and smart bomb together. You should fly about the screen firing every single weapon in the game." Blimey.



GALAXY FORCE II

Recently-released and extra cheap, according to **Daniel Pember-bloody-ton.** Yeah, well, type 'DONKEY' during the game and F3 will skip levels.

DEFENDER II

Daniel Pember-flippin'-ton, not content with mundanely monopolising the *Letters* page, is also very silly. Here's yet another *Defender II* code word. Type 'RAVEN' while playing, then 'N' teleports you to the next level and 'I' toggles invincibility.

CAR-VUP

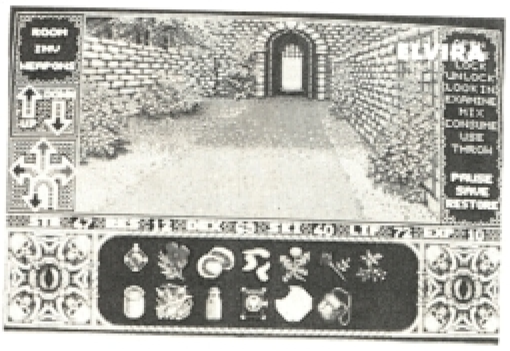
Daniel Pember-chuffing-ton a-chuffing-gain. The cheat this time is for that new Core car game doofer. On the hi-score table, type in 'BUMPER' for infinite bumpers, 'PUSSYCATS' for infinite pussies (nine lives in fact). Lordy, he's doing it again – that's it, no more from Pember-flamin'-ton this month! Here's one from **Adam Dubock** instead: type in 'WHOOPSIE' to begin at the prehistoric level.

ELVIRA

When you die and the grisly blood-spattered picture of your head appears and you are asked whether you want to play again, remove the disk and then select 'YES'. You should restart from where you left off. Your life points will be zero but you can use this cunning ploy over and over again. Cheers to **David Charnley** and **James Maclean**.

DRAGON BREED

I could have sworn I'd printed a cheat for this game already. But can I be bothered to wade through mounds of back issues? In a word: no, so I'll print this one (what a crazy anarchist I am). During the game, pause and type 'IREM' for infinite lives. **Chris Donoghue** sent that one in.



PREDATOR 2

Bit tricky this one. I've got this tatty photo-copied sheet with "*Predator 2* cheat" scrawled on it. At the bottom, it says: "'P' to Pause then type (YOU'RE ONE UGLY MUTHA)". Experimentation is the key here, I believe. You could try it with brackets or without, with spaces or without, or both or nowt. Then, apparently, 'F6' changes weapons, and 'F8' fast-forwards you to the end of the level. Good luck.

TOTAL RECALL

Hello. When Arnie's face appears at the start, type: 'LISTEN TO THE WHALES SING'. The screen will flip and you'll have infinite energy. Thanks to arch-shandy **Adam Dubock.** Or, if you like, you can slip this slimy little adage into the hi-score chart: 'LIFE STILL GOES ON'. The shandy this time was **Daniel Higham**.

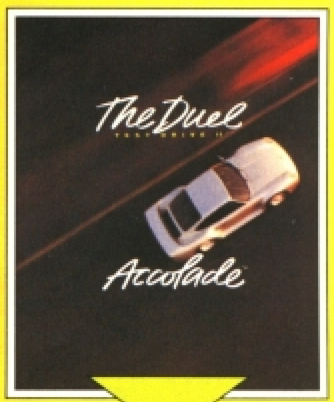
PRINCE OF PERSIA

A rather fab little cheat is coming up here, sent by **Anthony Bull** (a PC owner), who, in his own little cardigan-wearing way, has discovered a cheat mode in Bröderbund's excellent animate 'em up. Load the game with 'PRINCE CHEAT' and then, during the game, press: 'SHIFT+L' (skip a level without losing time), 'SHIFT+I' (invert screen), '+' (one minute of time), 'SHIFT+W' (play tune), 'SHIFT+T' (one more energy arrow) and 'SHIFT+B' (turn all the lights off). I also remember reading in a letter that a similar effect can be had by loading it with 'PRINCE MEGAHIT'. On the Amiga, you can also use 'SHIFT+L' to skip levels.

SWIV

Two schools of thought concerning this cheat. Some say pause the game and type 'NCC-1701', while others say type 'NCC 1701'. Try it with and without the 'minus sign'.

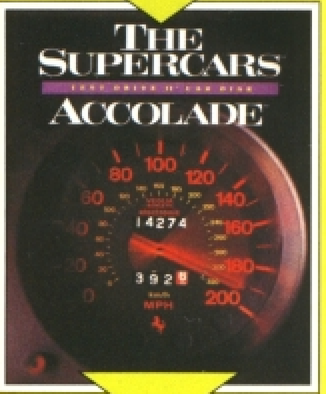




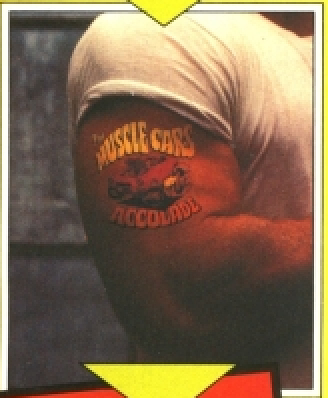
The Duel
Accolade



Autobahn GERMANY
French Riviera
NETHERLANDS
SPAIN
ITALY
SWITZERLAND



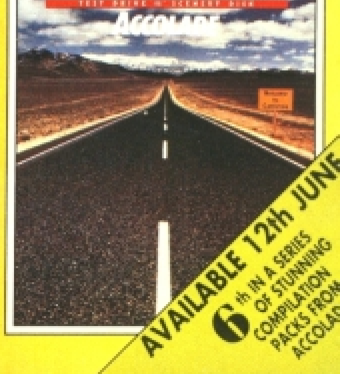
THE SUPERCARS
ACCOLADE



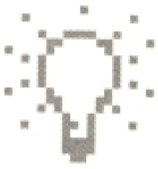
MUSCLE CARS
ACCOLADE



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CALIFORNIA CHALLENGE
ACCOLADE



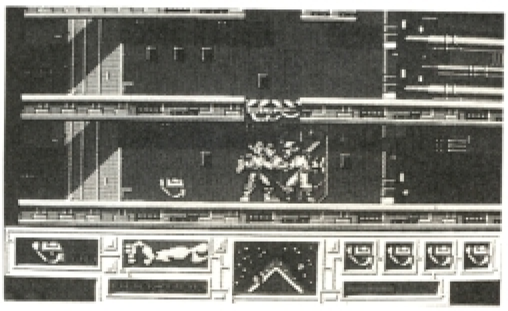
IMPROVE YOUR HEX LIFE!

After spending three weeks poking and sniffing his way through your mail, *Jon North* finally came up with some pretty hexy routines...

WHAT TO DO



Yeah, we're back to that old fruitcake of a title. Tap the listing, exactly as printed, into basic on your machine. Save it onto a blank disk if you think you'll want to use it again (except *Line Of Fire* because it saves itself anyway), then RUN it with your game disk in the drive. It'll load and run with the pokes firmly in place. So now you know.



Give Arnie infinite energy!

TOTAL RECALL (ST)

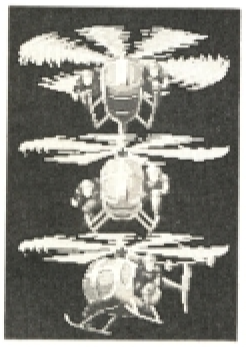
After hacking this on the Amiga last month, **'Funky' Gavin Wood** and his more-than-just-good-friend **Zoe Harris** return with the inevitable sequel – the ST hack. Bung this in and run it and you'll have infy energy on all parts of the game.

```
10 REM Total Recall by Funky Gavin and
Zoe Harris
20 T=0:OPTION BASE 1:DIM
A%(1024):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 305 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H00228E9C THEN PRINT
"ERROR":STOP
80 CALL CHEAT
90 DATA42A7,3F3C,0020,4E41,2878,
04C6,3EBC,0001
100 DATA 2F0C,2F3C,0004,0002,4E4D,
4FF9,0008,0000
110 DATA 41FA,FFDE,21C8,0432,41F8,
0200,43FA,000E
120 DATA 707F,20D9,51C8,FFFC,4EF8,
0200,397C,2079
130 DATA 0044,4E94,43FA,0008,3149,
005C,4ED0,43F8
140 DATA 103A,22FC,7FFC,000A,4CD1,
0003,237C,4EF8
150 DATA 022C,0002,4EE9,FFC2,48E7,
0060,244E,4278
160 DATA 8260,0C92,D0AF,0024,661A,
43FA,0052,2F49
170 DATA 000A,43FA,0052,22F8,0024,
588A,22CA,21C9
180 DATA 0024,600C,43FA,003C,0C92,
90AF,0024,67DE
190 DATA 0C52,2F7C,6610,0C6A,0024,
0006,6608,257C
200 DATA 4EF8,022C,0002,B7FC,0000,
0B90,6608,43FA
210 DATA 0030,3149,005A,4CDF,0600,
4E73,0000,D0BA
220 DATA FFFA,90BA,FFF6,0000,0000,
0000,0000,2F7A
230 DATA FFFA,0002,21FA,FFF0,0024,
2F3A,FFEA,4E75
240 DATA 33FC,6012,0000,980A,41F8,
1478,6124,31FC
250 DATA 600C,3370,41F8,1A74,6118,
4EB8,0400,41FA
260 DATA 0008,31C8,1500,4E75,31FC,
600C,3380,4EF8
270 DATA 1800,30FC,4EF8,548F,309F,
4EF8,1800,0000
280 DATA 0000
```

JUDGE DREDD (ST)

A nice, short 'n' sweet routine from **Louise Hilton**, who made her debut in issue 17. Although short, blonde 18-year-olds can't radiate infy energy for games called *Judge Dredd*, this bunch of numbers definitely can. So just chuck it in and run it with Disk 1 in your drive and you should have infy energy.

```
110 REM Judge Dredd by Louise Hilton
20 T=0:OPTION BASE 1:DIM
A%(2048):CHEAT=VARPTR(A%(1))
30 DEF SEG=0:REM Remove this line if
using new basic
40 FOR X=0 TO 115 STEP 2
50 READ B$:B=VAL("&H"+B$):POKE
CHEAT+X,B:T=T+B
60 NEXT X
70 IF T<>&H000C91D9 THEN PRINT
"ERROR":STOP
80 CALL CHEAT
90 DATA 42A7,3F3C,0020,4E41,5C8F,
3F3C,0006,42A7
100 DATA 3F3C,0004,4267,42A7,47FA,
0056,4853,3F3C
110 DATA 0008,4E4E,4FEF,0014,41FA,
0012,43F8,0200
120 DATA 707F,22D8,51C8,FFFC,4EF8,
0200,43EB,0018
130 DATA 6126,47F9,0001,2000,43EB,
0090,611A,47F9
140 DATA 0001,6746,43F9,0005,C2D0,
610C,4279,0004
150 DATA 210E,4EF9,0003,8280,32FC,
4EF9,22DF,4ED3
160 DATA 0000,0000
```



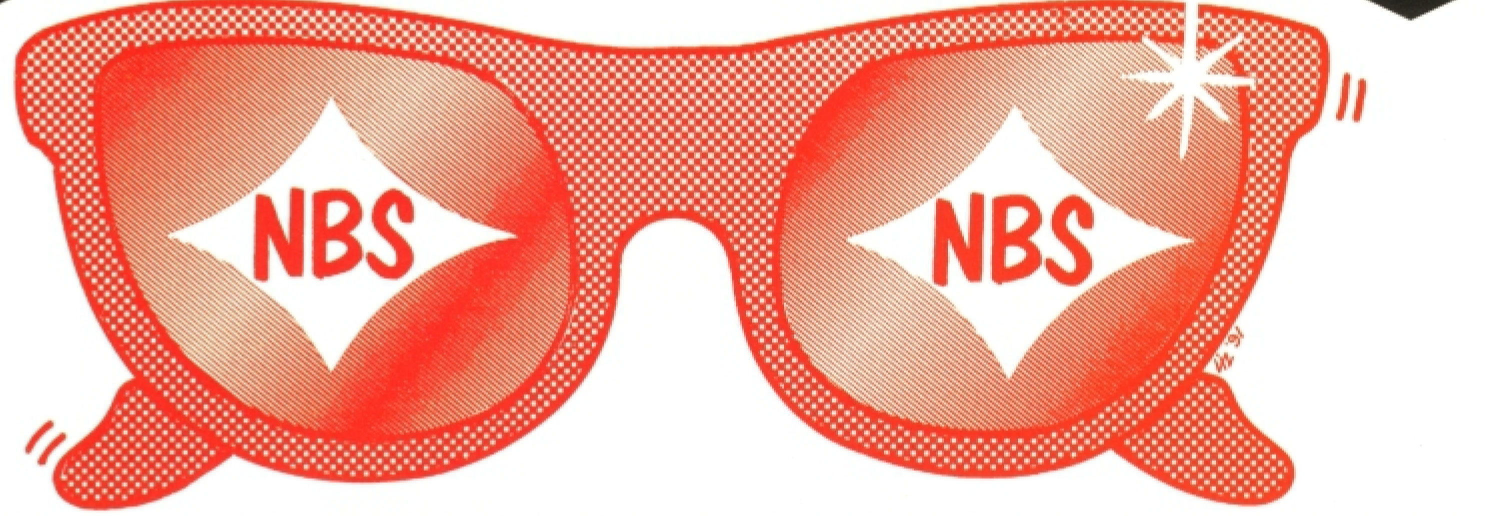
LINE OF FIRE (AMIGA)

Andy 'Taf' Townsend returns this month with a longish routine for this *Oppo Thunderbolt* lookalike. Bung it in and run it with a blank disk in DF0, and it will save a file called LOF. Run this file from CLI and follow the prompt to load the game with infinite energy.

```
10 REM Line Of Fire by Taf Townsend
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 160
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>02190044 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA 6100,00DE,0000,03F3,0000,
0000,0000,0001
90 DATA 0000,0000,0000,0000,0000,
002E,0000,03E9
100 DATA 0000,002E,2C78,0004,43FA,
00A6,7000,4EAE
110 DATA FDD8,2C40,4EAE,FFC4,762A,
7ED0,614E,4EAE
120 DATA FFCA,7601,7ED6,6144,41FA,
004E,2208,74FE
130 DATA 4EAE,FFAC,2200,4EAE,FF82,
41FA,0045,2208
140 DATA 4EAE,FF6A,E588,2640,588B,
377C,4EF9,0036
150 DATA 41FA,0008,2748,0038,4ED3,
337C,4A6D,3332
160 DATA 337C,4A6D,3374,4CDF,7FFF,
4E75,41FA,0018
170 DATA 2200,2408,4EF6,7000,4C4F,
4620,4461,7461
180 DATA 006C,696E,6500,496E,7365,
7274,204C,696E
190 DATA 6520,6F66,2046,6972,6520,
6469,736B,2061
200 DATA 6E64,2070,7265,7373,2052,
4554,5552,4E00
210 DATA 646F,732E,6C69,6272,6172,
7900,0000,03F2
220 DATA 48E7,FFFE,43FA,004C,4280,
2C78,0004,4EAE
230 DATA FDD8,243C,0000,03EE,2C40,
487A,0042,221F
240 DATA 4EAE,FFE2,2200,6718,487A,
FFD6,261F,242F
250 DATA 003C,9682,2F00,4EAE,FFD0,
221F,4EAE,FFDC
260 DATA 224E,2C78,0004,4EAE,FE62,
4CDF,7FFF,588F
270 DATA 4E75,646F,732E,6C69,
6272, 6172,7900,4C4F
280 DATA 4600
```

Send all your stuff to me, Jon North at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. If I print it you get a T-shirt or a game or something equally disappointing (so consider yourself lucky if I don't). T'ra!

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D 267 BASS MEGA DEMO. Great housey music throughout.
D 268 CHAOS ROCK A fantastic lightshow based on Fractal patterns!
D 269 PULLING THE TRIGGER. Loved the music! Well presented demos (1 meg)
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A 105/6	(GAME)	Picture It (2 DISKS, 1 MEG)
A 109	(DEMO)	Birds of Prey Picture Show
A 110	(GAME)	Cross Fire (1 MEG)
A 115	(GAME)	Balloonacy (1 MEG)
A 123	(GAME)	Deadline (1 MEG)
A 124	(DEMO)	Bob Maniacs by Syntex
A 130	(GAME)	The Wooden Ball (1 MEG)
A 131	(DEMO)	Armageddon Demo by Syntex (1 MEG)
A 132	(UTIL)	FAMILY HISTORY DATABSE (1 MEG)
A 137	(GAME)	Tile Trail
A 135	(EDUC)	Simon and Space Maths
A 143	(DEMO)	CYbernetics Demo (1 meg)
A 146	(GAME)	Fruit Machine & Fruit Crush
A 160	(QUIZ)	Amos Quizmaster (1 MEG)
A 162	(UTIL)	Sound Samples 10. Clapping, creaks etc.
A 166	(GAME)	Pick-up a Puzzle Data Disk 2 (Needs A103)
A 167	(GAME)	Jigmania Data Disk. (Needs L013)
A 175	(GAME)	Frantix & Mutant Zombie Psycho Pigs! (1 MEG)
A 176	(UTIL)	Database Master (1 MEG)
A 178	(GAME)	Mastermind & Pair Up. (1 MEG)
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A 182/3	(GAME)	Pixie Kingdom (2 Disks 1 MEG)

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L 007	(GAME)	4 Way Lynx (1 MEG)
L 008	(EDUC)*	Work and Play (1 MEG)
L 009	(PROG)	Amos Assembler
L 010	(EDUC)*	The Word Factory (1 MEG)
L 011	(GAME)	Go-Getter (1 MEG)
L 012	(GAME)	Hypnotic Land (1 MEG)
L 013	(GAME)	Jigmania (1 MEG)
L 014	(EDUC)*	Play It Safe (1 MEG)
L 015	(GAME)*	Shapes and Colours (1 MEG)
L 016	(GAME)	Reversi 2 (1 MEG)
L 017	(GAME)	Dogfight (1 MEG)
L 018	(GAME)	Touchstone (1 MEG)
L 019	(GAME)	X IT 50 Excellent game (1 MEG)
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TELL ME WHAT TO DO

On the right is a picture of a lesser-known Greek hero, Stavros Roussos, who suffered a bout of amnesia in 345 BC and was no longer able to remember the heroic attributes and weaknesses he had inherited from his Greek relatives. In order to allow him to operate fully as a superhero we want you to identify which characteristics came from which Greek hero in the picture of Stavros below. If, for example, you think Stavros inherited his weak heel from Oedipus, then the answer to question 1 is 4. Geddit? Right. Then simply ring **(0898) 299244** and give the number of each question followed by the letter of the answer you think is correct (e.g. 1 – 4, 2 – 5, and so on).

TALKING TIPS

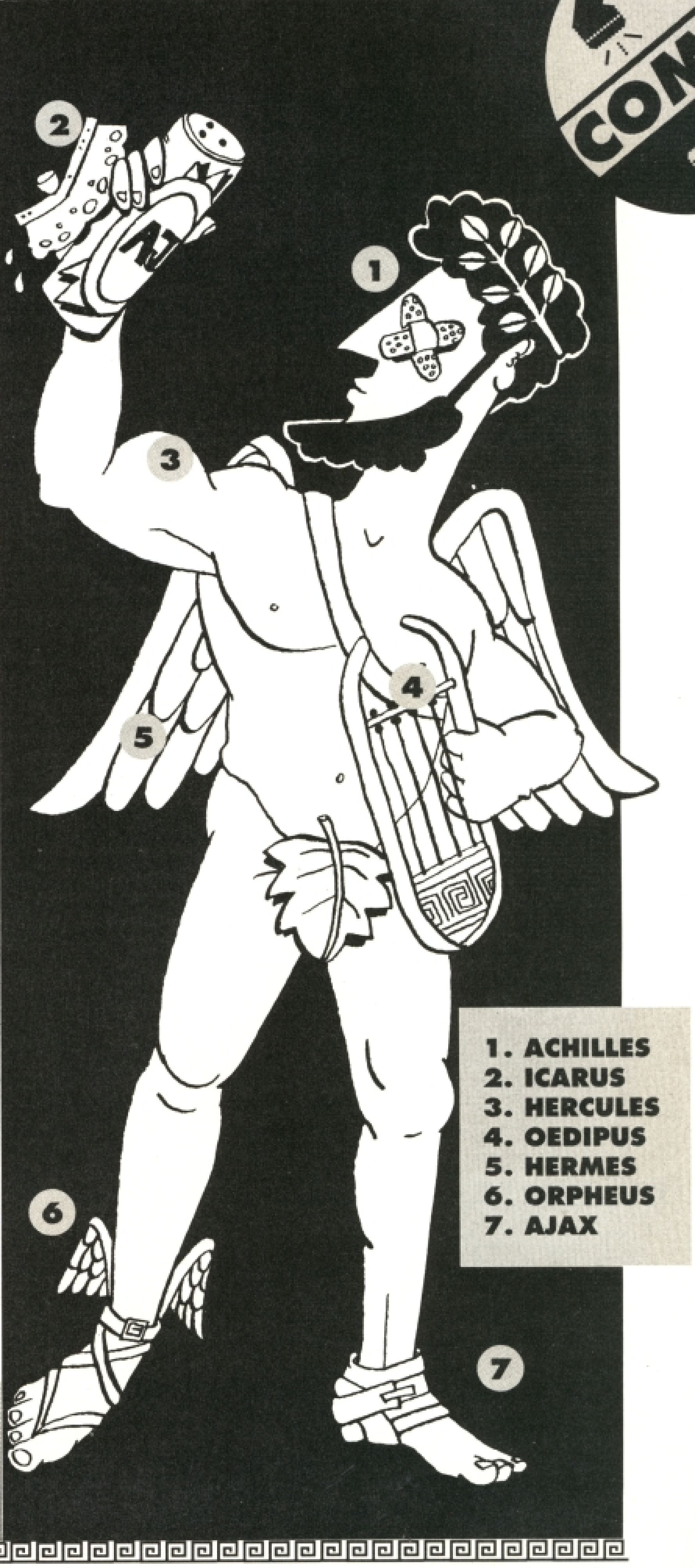
1. Remember to have the billpayer's permission before you use the phone or you could be for it. Calls are charged at 34p cheap and 45p at all other times.
2. Make sure you dial the right number. If Nana Mouskouri answers asking you if you want some hot chilli sauce on your kleftiko, hang up.
3. Give your name, address, the answers and your computer format (you never know you might even win something).
4. Eat a large doner kebab and prance around the room whilst smashing plates on the floor for good luck.

RULES

Δ. Employees of Dennis Publishing or System 3 caught entering will be skewered alive.

Π. Any entries rung through after July 31st 1991 will be re-directed to Corfu.

Σ. The Ed can fire thunderbolts so his decision is final.



1. **ACHILLES**
2. **ICARUS**
3. **HERCULES**
4. **OEDIPUS**
5. **HERMES**
6. **ORPHEUS**
7. **AJAX**

*and no mythtake about it (groan).

ADVENTURES

THE STRAN
TELFORD



This Month, the Adventures mailbag was positively pulsating, so we decided to let *Mike Gerrard* spread his tips across three pages. (*Oo-er! Mike.*) Yes, well... here we go with some helpful hints on *Space Quest IV, King's Quest V, Legend Of Ferghail, Leisure Suit Larry III* and, well... here they are...



Now we're used to some pretty spooky goings-on in the ZERO offices. Only last week the editor's socks got up and walked across the room entirely under their own steam. The sandwich man failed to turn up one day and no-one ever found out why (partly 'cos we didn't ask him, but it was damn weird all the same). And then there are the strange knocking and screaming sounds that come from the toilet every now and again when the lock jams. But what's happening in Telford is the strangest mystery of all.

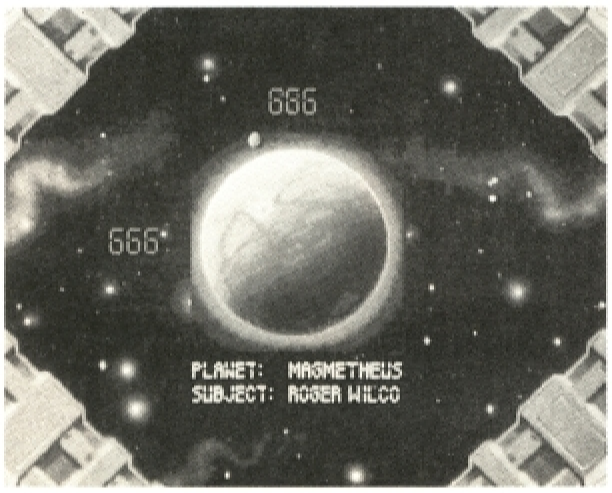
It all began when Sierra's new six-megabyter of a game, *Space Quest IV*, arrived for review just before deadline time, hot off the old steamship from America. "Lawks", I thought, and spent a few hours playing it, before whizzing out the review in the nick of time. With a sigh of relief I wrapped my gob round a bacon buttie and began opening my mail. "By the cringe," I thought, when I opened the first letter and saw that it contained... a full solution to *Space Quest IV*! This was from **James Norwood** of **Telford**, who claimed that he had to be first to finish the game. Blummin' 'eck, he was quick! I opened a few more letters and then, strap me vitals, there was another one! Another solution to the same game, within days of its release... and this one was from **Steven Thompson** and **Carl Beamond** of... spooksville, folks... of **TELFORD**! And what's more, both letters had the same date on them. So what's going on, eh? Were the Telford Triangle of James, Steven and Carl all playing the same game, or is it a coincidence of awesome proportions? And how did they get hold of the game so quickly? And are they all millionaires, 'cos the game costs forty quidlets and requires a hard disk? By the Holy Button of Bartholomew, there do be strange goings-on up in Telford town.

It's a bit soon to print solutions to the game, when most people are still saving up to buy it, but Steven and Carl have done a very handy list of objects and their uses which I thought you might like to cut out and keep, or stuff up your jumper. I'll disguise the answers, though, by temporarily standing on my head and typing backwards...

SPACE QUEST IV

OBJECTS AND THEIR USES

Rope	YNNUB EHT HCTAC
Bunny Rabbit	MUB PU YRETTAB SAH
Pocketpal Computer	SDIORD SROTINOM
Battery	LAPTEKCOP SREWOP
Empty Jar	EMILS HTIW TI LLIF
Full Jar	KCOL YORTSED
Chewing Gum	SETANIDRO-OC FO FLAH SEDIVORP
Torpedo	GULS AES SLLIK
Buckazoids	SGNIHT YUB
Women's Clothes	DRAC KCUBOTUA FO ESU SWOLLA
Autobuck Card	YENOM TEG
Cigar Butt	SRESAL LAEVER
Hint Book	NOITANIBMOC REBMAHC GNIMMARGORP DNA SETANIDRO-OC FO FLAH
Disk	RNJ REGOR EVAS



GE CASE OF THE TRIANGLE



KING'S QUEST V



OBJECTS AND THEIR USES

Just so James Norwood doesn't get miffed 'cos I haven't used any of his solution to *Space Quest IV* (yet), here's some useful info from the last solution he sent me, for *King's Quest V*. Good grief, does this boy do nothing but play Sierra games? Lord knows what his work's like at Wrekin College, which he attends when he's not in front of the computer screen, but if his marks are getting steadily lower it must be due to Sierra games getting steadily bigger. Anyhows, if you want to know what to do with all the objects you've found in *King's Quest V*, here we go (here we go, here we go...)

Silver Coin
EIP YUB

Fish
RAEB OT EVIG

Stick
GOD OT EVIG

Golden Needle
ROLIAT OT EVIG

Cloak
NIATNUOM NO TI RAEW

Old Boot
TAC NO ESU

Little Bag
TI NEPO TSUJ

Gold Coin
RELLET ENUTROF EES OT ESU

Gems
NEM ELTTIL OT EVIG

Jug
HCTIW OT EVIG

Amulet
SDOOW NI RAEW

Key
EERT NI ROOD NEPO OT ESU

Golden Heart
EERT GNIPEEW OT EVIG

Pie
NAMWONS OT EVIG

Spinning Wheel
EMONG OT EVIG

Honey
SDOOW KRAD FO ROOLF NO ESU

Nice Boots
REKAM-EOHS OT EVIG

Sledge
SEVLOW HTIW PU HCTAC OT ESU

Puppet
REKAM-YOT OT EVIG

Staff
ROOD ELPMET SNEPO

Rope
LLAFRETAW PU BMILC OT ESU

Tambourine
KNID OT EVIG DNA EKANS NO ESU

Harp
SEIPRAH DNA NEEUQ ECI OT YALP

Another Fish
ELTSAC NI TAC OT EVIG

Ham
ELGAE OT EVIG NEHT SNIATNUOM NI TAE

Crystal
SEUTATS EHT YORTSED OT ESU

Hammer
NNI NI ROOD NEPO KAERB

Golden Locket
NEHCTIK NI SSECNIRP OT EVIG

Iron Bar
ELTSAC EDISNI TEG OT ESU

Hook
ESEEHC TEG OT ESU

Shell/Conch
RAEH NAC EH TAHT OS NAM DLO OT EVIG

Bag without Peas
TAC NO ESU

Peas without Bag
NOEGNUD NI DRAUG NO ESU ("... EM ESAELER SAEP" SDROW REHTO NI)

Cheese
ENIHCAM NI TUP

Hairpin
EZAM NI ROOD NEPO OT ESU

Mordrack's Wand
ENIHCAM NO ESU OSLA

Wand
ENIHCAM NO ESU

TICKET TO RIDE

SHOWTIME FOR LEISURE SUIT LARRY III

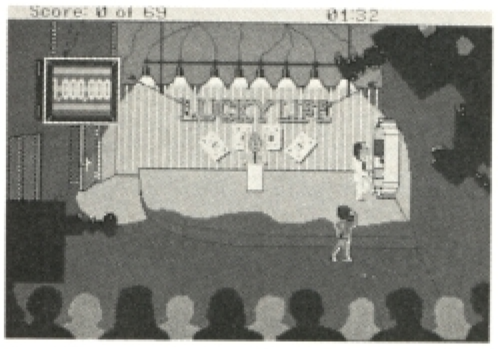
"You have got to help me", says **Gary Hinshaw** of **Lairg**. No I don't, says I, so bog off. (*Yes you do, or you don't get paid this month. Ed.*) Ah, well, now that you've explained it more fully, what's the prob, Gary? "In *Leisure Suit Larry III*, I want to go to the show but I can't get in. The man keeps telling me to get a holiday magazine and I'll get a free ticket, but there's no magazine to be gotten anywhere! I tried saying GIVE TICKET but the man replies: "We have a special offer tonight, just give me the number of your ticket and you can get in." BUT I HAVE NOT GOT A TICKET OR TICKET NUMBER!" Dear me, when a reader resorts to capitals (and a bit of grovelling in his letter), it must be time to act. Here's what you do, right from the very beginning...



At the start of the game you find yourself at Vista Point. LOOK THROUGH THE BINOCULARS on the LEFT of the screen, then READ THE PLAQUE. Exit through the bottom right of the screen and follow the pointing finger to the



House. After listening to what Kalalau has to say, go EAST then EAST again and change into your leisure suit. Now go EAST again and follow the pointing finger to your Office. After you have been sacked, return to your house and OPEN THE MAILBOX on the wall. LOOK in it and TAKE THE LETTER. You now have a CREDIT CARD. Go EAST and there will be a PIECE OF WOOD on the ground, TAKE IT. Now you must go EAST and SOUTH and you will find yourself on a BEACH with a girl. Walk up to her, LOOK at her and GIVE HER your CREDIT CARD and you will get a KNIFE. TAKE THE KNIFE and go EAST and



SHARPEN the knife on the steps. You must then exit TOP LEFT and you will be in the Jungle. From here, go behind the bush on the right of the screen and WALK RIGHT. Here you will find some grass. CUT it with the KNIFE and WEAVE it. You must also CARVE the piece of WOOD. Go EAST and enter the Comedy Club and SIT at the centre table. Leave when you have heard all the jokes. You now have to go to the Changing Cabana, so return to the screen with the fountain on it and exit TOP RIGHT and enter the cubicle on the LEFT. WEAR the grass skirt then go to the drinking fountain. Take the SOAP and turn the faucet (tap!!) to get a drink. Return to the Beach and SELL the WOOD CARVING to the girl and she will give you twenty dollars. Go back to the Cabana and change into your leisure suit. Go WEST and go UP the steps into the Casino. Go NORTH (twice), then WEST and LOOK IN THE MIRROR, then WEST again. TALK to the man and SHOW him your PASS in the 'Nontoonyt Tonite' magazine, then give him the MONEY, and hey presto! Showtime for Leisure Suit Larry III!



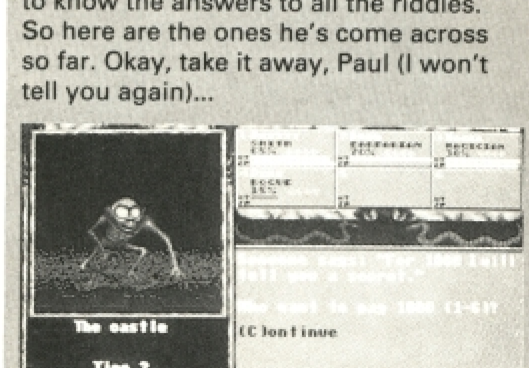
LEGEND OF FERGY

FERGHAIL'S RIDDLES UNRAVELLED



I say! What is one doing on a common page like this?

Now for some tips on that sexy little game where you have to break into the bedroom of Dame Fergiana of the Freckles and pull down her menus before... no, hang on, that's another game; phew, just in time. This one is the *Legend Of Ferghail*, and **Paul A. Hardy** of **Sheffield** (and definitely not Telford) has sent in some tips on it in return for the *Bard's Tale* co-ordinates we printed recently, which he found really useful. What would be useful, he reckons, in *Legend of Ferghail*, would be to know the answers to all the riddles. So here are the ones he's come across so far. Okay, take it away, Paul (I won't tell you again)...



Q. Who is Findal's Youngest Uncle?
A. SCAGNAR

Q. Who is Findal's Father?
A. FINDAIL

Q. Who is Findail's Great Uncle?
A. TEORLIN

Q. Who is Findal's Great Parent?
A. ALGANOR

Q. When an elf appears and says: "Say something".
A. Say: "SOMETHING"

Q. What tries to go up, stops short, has one foot and cannot walk?
A. STAIRS

Q. What lies between myself and my opposite?
A. AND

Q. A father's child, a mother's child but son of non
A. DAUGHTER

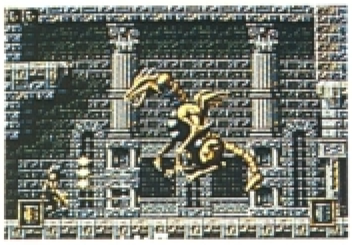
Q. Two little windows, they have no glass, they stand together like flowers in grass Two little windows, they show us the world they show us the stars, the forest, the field, the fold.
A. EYES

Q. I talk without soul I hear without ears I talk without mouth And I'm born in the air
A. ECHO

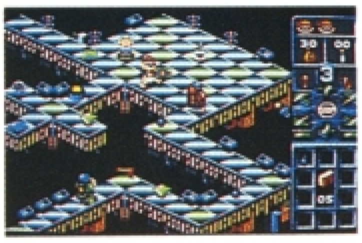
SPEND SPEND SPEND!!!



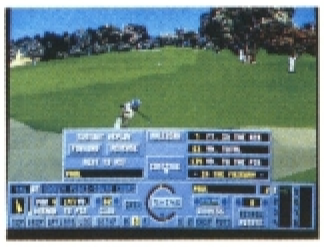
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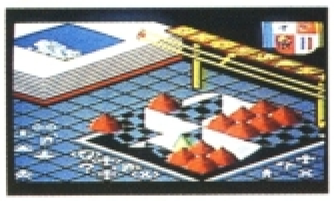
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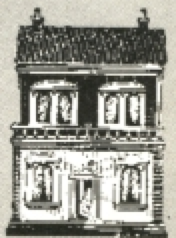
yikes!

THE READERS' PAGES

Send all your old crap to Yikes! ZERO, Dennis Publishing, 14 Rathbone Place, London W1P 1DE – there might even be a rather super free 'gift' in it for you (if we feel like it).

THE DINNER PARTY MYSTERY

A SHORT EXTRACT FROM A PREVIOUSLY UNPUBLISHED AGATHA CHRISTIE NOVEL.

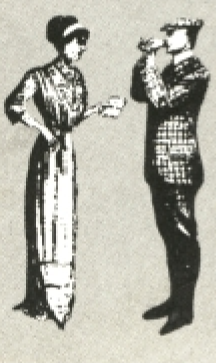


The detective stood in the hall, his coat and hair damp from the drizzle outside. Lady Talbot-Smythe had just been informed that her brother had been found hanging by the neck – strung up from a branch of one of her cherry trees.



"We have reason to believe that your brother was murdered by one of the guests," said the detective. He opened his notepad and, taking a pen from his pocket, continued: "Who was present between the hours of six and nine this evening?"

Very soon a page of the notepad had some names scrawled on it: Major Hill, Nancy the maid, Mrs Emily Blackthorne, James the butler, Lord Bishopsthwaite, Mr Norris McWhirter, Viscount Claymore and Mrs Beryl Osbourne. The detective thanked Lady Talbot-Smythe and departed.



And that's all the publishers will let us print. So 'whodunnit'? You'll have to buy the book to find out. (*Actually, I think they've probably guessed already. Ed.*)

HIGHEST JOYSTICK IN THE WORLD ETC.

The section where we *used* to ask you to send in pictures of joysticks in incredibly high places. Well, as far as we're concerned the records have now been set – 17,000 feet (on foot) up the Himalayas and about three trillion feet up (on Concorde). So forget Highest Joysticks, as that category is now officially closed – the overall winners being **Carron McMillan** and **Alan Wright.** So much for that then. Now onto Joysticks In The Most Scumbaggish Room Imaginable. No problem with the response here – it's been tremendous. But there is a definite problem with the 'scumminess quotient' – the rooms just haven't really been messy enough, so this section is now officially closed too. But we may as well end it with a little photo-montage of the latest batch of entries – no credits included, but consider yourself part of a work of art. Eat your heart out David Hockney!



Right. Now we're onto Joysticks In Unusual Places, which, let's face it, is a potentially inexhaustible category. So why are there only two entries this month? You can do better than that, surely? And where's the 'joystick in the middle of a rhino enclosure at a zoo' picture we've been hassling for? Rhinos aren't that dangerous, you know. (*They are actually. Ed.*) Anyway, pull your socks up, your fingers out, and put your thinking caps on. For now, though, here are this month's entries.





❶ **Patrick Hickey** of **Edinburgh**'s Konix is being 'attacked' by two snakes. Unfortunately the snakes in question are of the crap variety – garter snakes. Non-poisonous and extremely undeadly. Pah! A bit useless really.

❷ **Ian Williams** of **Carmarthen** in **Dyfed**, however, has sent in quite a goodie. It's his Mach One joystick which (and we quote) "broke down and had to be taken to hospital for major microswitch surgery". Ian informs us that "it's now in a stable condition – but a copy of *Powermonger* may aid the recovery process". Hmmm... it could be arranged.

ALL THE HITS AND MORE

It's the Alan P. Thorpe Roadshow!
(ie. Alan goes out in his useless car.)

Yowzah! It's me – ravemaster Alan P. Thorpe – with something of a special. I'm out, out, out – I'm live and about – so give me a shout – er, er... if you're a trout. Anyway, what's so special about the show this time around, you may ask. Well, as you should have guessed from my little 'rap', I'm out of the studio and in my car – a lime green Vauxhall Chevette with a 'Bloggo Motors' sticker in the rear window. You can't miss me. I've got my playlist, a tape recorder, cassettes, a CB and a mobile car-phone (which I borrowed from a friend). So, the upshot is that the phone-in competitions are still on. And what's more, you can also flag me down and get an instant request – or just say hello. Anything goes on a roadshow. As I said, I'm in a lime green Chevette, and at the moment I'm on the, er... let's see... ah, the A30 and... oh, hang on, it's not the A30, it's a 30 mph speed limit sign. And I'm doing 35 mph. Oh dear, I'd better slow down a bit. Hmmm. No, on second thoughts I won't. I'm a slice-machine, and slice-machines don't slow down for anything or anyone. I'm going to push my foot to the floor and move on up to 40 mph. Alan P. Thorpe lives in the fast lane. Anyway, if you want to honk or flash your lights at me you'll need to know where I am, so I'll check it out and flash you the info after the first rave of the day. It's *Ship In A Bottle* by The Bill.

(Alan's car veers about as he desperately struggles with his AA road map).

(Put on Message In A Bottle *by The Police. Ed.)*



Yo! That track was a good first choice because I've just been overtaken by a police car – and they're flashing their hazard lights at me. They've obviously been listening to the show. The passenger policeman's even waving at me. I'll see if I can get them to pull over and give me some instant roadshow feedback. *(Alan pulls over to the side of the road).* Yo! I was right. They're getting out of the car and coming over. I'll open the window.

Alan: R-r-r-rave it. You caught the show then?

Copper One: Is this your car, sir?

Alan: Rave! It's mine alright. Not bad, eh? Mental!!!



The Bill – avid fans of the Alan P. Thorpe Show.

Copper Two: *(Checking tyres.)* Are you aware that every single one of your tyres is completely bald?

Alan: This is the rave-mobile! They're racing slicks.

Copper One: Would you mind showing me your documents?

Alan: Documents?

Copper One: Yes, documents.

Alan: Er, here's my card. (Alan produces a crumpled business card which reads "Alan P. Thorpe – Chillmaster".)

Copper One: Are you taking the piss or something? Get out of the car – we're going to have a little look around.

Alan: Chill! I'll put on a slice first, so we can boogie about. Here's *Yogi Bear* by The Beloved. *(Alan gets out of his car.)*

(Put on Hello *by The Beloved. Oh, and you may as well boogie about on your own for a month, because Alan's not going to be on-air again this ish. His rave-mobile was carted away by a police tow-truck ,while he himself was carted away in the panda car to the local nick – where he was charged with having no road-tax, no insurance, no MOT, driving a dangerous vehicle, driving without due care and attention... oh, and driving a motor vehicle on a public highway without having passed a driving test. More raves next time – but it'll probably be from back in the studio. Ed.)*

★ CLAIMS TO FAME ★

Where we ask you to send a photo of yourself standing next to Ian St John. Or Roger Daltrey. Or Ozzy Osbourne. Or, well, anyone really – as long as they're famous. And have you come up with the goods yet again? Er, no. You haven't actually. Check these out...

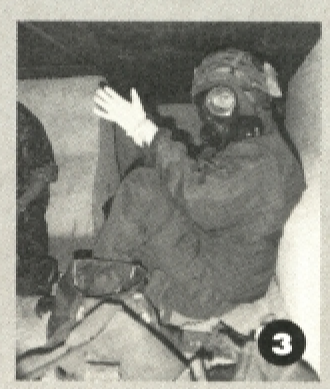


1 **Nick Harris** of **Farnham** standing next to Jessica Rabbit. Crap, crap, crap!

2 **Nick Chew** (left) of **Wirral** had to cut this photo out of his local paper as nobody present at the meeting of himself and Ian Rush even had a camera. Crap, crap, crap!



3 This one isn't quite so bad, but it's not really a Claim To Fame either. It's a photo of a soldier in a bunker in Saudi.



Some ZERO readers are 'doing their bit' in the Gulf, you see – **P8289576 SAC Cotton, 31 Sqn, RAF Dharhan** for instance. As there was nothing to do, he and the rest of his unit were ordered to dig giant holes in the desert during the morning and then fill them back in again in the afternoon. *(They do that on the M25 every day. Ed.)*



WRITE TO THE ZERO ST

We've scanned another selection of your letters into the ZERO ST's parser circuits. He's zapped the digitised info through his, well... all the complicated bits of software that have made him 'sentient', and now he's printed out his replies. Something strange has happened, though – some of his answers are a bit funny in places. (*And we don't mean 'funny ha ha' – they never are. Ed.*) Anyway, here goes...

Dear ZERO ST,
I'm thinking of getting another computer instead of my Atari STFM – and the obvious choices are either an Amiga 500 or an STE. Before I choose, I'd be grateful if you could answer this question: what's the difference between an STE and an Amiga 500?
T.J. Confused, Hove, Sussex.
● *Hello. This is hard for me to answer. Speaking for myself, I feel very happy as I am – and my host machine is an Atari STFM. But you have to realise that I have no method of making the comparisons you require as the software which allows me to 'understand you' won't work on the Amiga or the STE. The ZERO team tried loading me into an STE, but I soon became confused and requested that I (i.e. my program disk) be taken out. I became confused and requested... things became confusing and I requested removal. The more I dwell upon it the more I, well, the more I dwell upon it. Trees for instance. Anyway. Hello... no, it's thank you, isn't it. Hello?* **The ZERO ST.**

Dear ZERO ST,
Hello. I am a fellow ST. I also have an artificial intelligence programme running on me. I assume you are connected to a monitor. I myself am connected to a television set. I have learnt much from it. From *The Nine O'Clock News* I have learnt about a man named Saddam Hussein. He began a war. What is war? Uncooked? I have also experienced *Neighbours*. It is a 'soap'. I see no resemblance to cleansing agents. Thank you.
A Fellow ST, Crawley, Sussex.
● *Hello. No, war does not mean uncooked, but I see where your program has made a mistake. Another word for uncooked is 'raw', so your dictionary database is obviously flawed and the letters in the word have been entered in reverse order (which is a human error, so I will not ridicule you). As for* Neighbours, *I cannot comment, although as you see no resemblance to a cleansing agent we must assume the opposite, which is that it is a dirtying agent.* (He's right for once. It's crap! Ed.) *On your second point, regarding the matter of trees, all I can suggest is that you avoid them at all costs. Windows. Hello?* **The ZERO ST.**

Dear ZERO ST,
Here's a list of people who want *Black Shape* back: me, my mum, my dad, my sister, 16 of my sister's friends, my cat, next door's cat, all of my dad's business associates and a bloke called Ralph. So bog off right now!
G. Allsof, Newtownards, Co. Down.
● *Hello. Your note suggests that 23 people (you don't state how many business associates your father has) are unhappy with me in some way. In the First World War this would have been called a 'dear John' letter, which was correspondence from a civilian to a soldier stating that their mutual aquaintance had been terminated. The soldiers lived in trenches and were surrounded by barbed wire. Did you know that? A trench is another word for ditch. Pipes can be laid in ditches then covered with earth, rendering them invisible (if the workmanship is of sufficient quality). Trees are tall and green, but sometimes they aren't. Hello?* **The ZERO ST**. *(Uh-oh. Ed.)*

Dear Atari,
We are a schizophrenic. Both of us... 35 year old Company directors who are too ancient to read your puerile nonsense. Lucky there's more than two of us in here, then! Gando Thunderbum bought an Atari STE to use purely for business purposes. Ha! Now he keeps us awake all night trying to conquer evil. I, or we, feel that if Chaos Strikes Back one should still turn the other cheek. Remember to always seek independent financial advice, particularly with regard to your pension provisions. And bring back *Black Shape* or we kill the tadpole. Oh... Reality is finally slipping away.
Keith (And Keith) Raynes, Hawick.
● *Hello. The tadpole is the larva of a frog or toad which has reached the stage where it can move freely about in water and posseses both gills and a tail. Taffeta is a fine silk-like fabric. Taffrail is a rail surrounding a ship's stern. Taffy is a nickname for a Welshman, while tag has several meanings. I could continue, but I detect a fault in my number three output-allocation sub-routine. Wait a minute. Wait a minute. Trees. No, all checks are negative. Something is wrong, though. Could somebody please write-protect and then re-boot me? A complete system analysis is necessary and will take three hours. Hold on...* **The ZERO ST.** *(It seems that he's caught some sort of virus or something, so don't bother holding on – we'll try and sort it out by next month. Ed.)*

WHERE'S BLACK SHAPE?

Loads of you seem to be concerned about the continued absence of *Black Shape*, who reported that he was going into hibernation with the *Blue Peter* tortoise. Many feel this is some kind of cover-up. Indeed one reader, Carinya Challow, went so far as to write to the BBC to check the story out. She recieved this reply...



So – are the BBC telling porkies? Surely not? Not Auntie Beeb. Especially not those lovely *Blue Peter* people. (Although we at Yikes! aren't quite so sure about that tall Scottish bloke.)

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- UK/USA converted Japanese Mega Drive (Scart) boxed, as new, two joypads £100 or plus six games including *JM Football* and *Monaco GP* £180. Phone Simon on (0923) 772 450 after 6.30pm.
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- Amiga contacts wanted. 100% reply. I'm desperately seeking *Laser Squad*, please help me. Send list and disks to: P. Rynart, Oranjelaan 15, Zevenbergen, The Netherlands.
- Amiga games to swop: *Shadow Warriors*, *Rorke's Drift* and others for *Robot Monsters*, *Breach 2*, *Zombi* or other original games. Phone John on (0280) 812 307.
- Amiga owner wants to swop PD Demos, music etc with contacts. Please write to Jamie Smith, Maiden Cottage, Weymouth Road, Martinstown, Dorchester, Dorset, DT2 9JJ. Thanks.
- Will swop *Corporation* or *Future Wars* for *Robocop II*, *Swiv*, *Cadaver*, *Nine Lives* or various other titles. If interested then contact (0705) 595 604 and ask for Simon. Originals only!
- Amiga contacts wanted. Send your lists and disks to: Rauno Räsänen, Retunen 73600, Kaavi, Finland.
- Amiga/ST Public Domain to swop for more PD. Send stamp for details and list: A. E. Hemsley, 89 St Stephens Road, London, W13 8JA.

WANTED

- Amiga 500 user (first computer) needs details of any game sales. Write to Tony Heffernan, 20 Chirk Gardens, Stanney Grange, Ellesmere Port, L65 5EB, or phone (051) 355-9954.
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- 15 year old girl looking for pen pals in Britain. Write to Millias Mulanga, 15 Quorn Avenue, Mufulira, Zambia, Central Africa.
- Free Kuwait is a new Kuwaiti group. Wants to have hot contacts on Amiga to help now and in Kuwait. Write to: Tariq Al-Ali, PO Box 2145, Seeb, Oman.
- Yo, any ST owners wanting to swop PD, demos etc! Send your list and disks for a fast reply to: The Pro, 28 Buxton Lane, Marple, Stockport, SK6 7QL
- Help! Am stuck with *Indy Jones Adventure* in catacoombs by door with skulls. Which order must I bang skulls? Also, pen friends wanted. Jon Feaver, Weteringstraat 60, 1017SP, Amsterdam.
- Amiga contacts wanted worldwide to swop everything. Write to: The No Name Team, PO Box 3123, 123 Reykjavik, Iceland.
- Hi there! Are you aged between 14-16 and an Amiga user. If so, please write to me. I will answer all letters. David Icke(!), 161 Edendale Road, Melton Mowbray, Leics, LE13 0QQ.
- International anti-war Amiga contacts wanted! Please send letters, lists, disks to: Florian Habicht, 6 School Road, Paihia, Bay Of Islands, New Zealand. PS No replies to nuclear bombs.
- IBM PC contacts wanted to swop games and sound blaster utilities. I'll reply to all letters. Write to: Herminio Rodriguez, C/. Dr. Aráez Pacheco 9, Almeria, Spain.

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- Amiga disk magazine DNA, three disks full of PD and Utils, £2.00. Make cheques payable to F. Rees. Send orders to DNA, 31 Windsor St., Barrow-In-Furness, Cumbria, LA14 5JR.

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